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FROGGER'S GREAT QUEST

PREVIEW The kiss of a princess is all he wants...



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HOW YOU DOING?

AS PROMISED LAST issue, here's an utterly review-packed magazine, full of so many game ratings, we've hardly been able to fit in ANYTHING else! GBA games are like buses, you wait ages, and then loads come all at the same time. They also allow 52 passengers, with none standing. No, strike that last bit.

So, with sixteen brand new titles played and rated, there has to be something for everyone this month – from the tweeness of *Frogger's Great Quest* and Disney's *Magical Quest* to the bloodsucking horror of *Castlevania 2*, and the downright criminality of *Driver 2* – all games to make your GBA shudder with sheer gaming power! Which means that they're good.

So, with all these superb games lying around, titles that stretch the GBA's capabilities to the max, adventures with outstanding graphics and extremely impressive gameplay... why have I spent most of this month utterly hooked on *Who Wants To Be A Millionaire*? It's certainly nothing to do with Chris Tarrant.

Jem Roberts
Games Editor

By the way – yes that is me at the top.



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EXCLUSIVE REVIEW! REIGN OF FIRE

The world of death depends upon you!

EXCLUSIVE REVIEW! WORMS WORLD PARTY

They're back – and they've got more!

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COLIN MCRAE 2

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PLUS! GENESIS SMUGGLER'S RUN DUST BURNER CRUISE 2000 PINBALL ADVANCE BLACK BELT CHALLENGE

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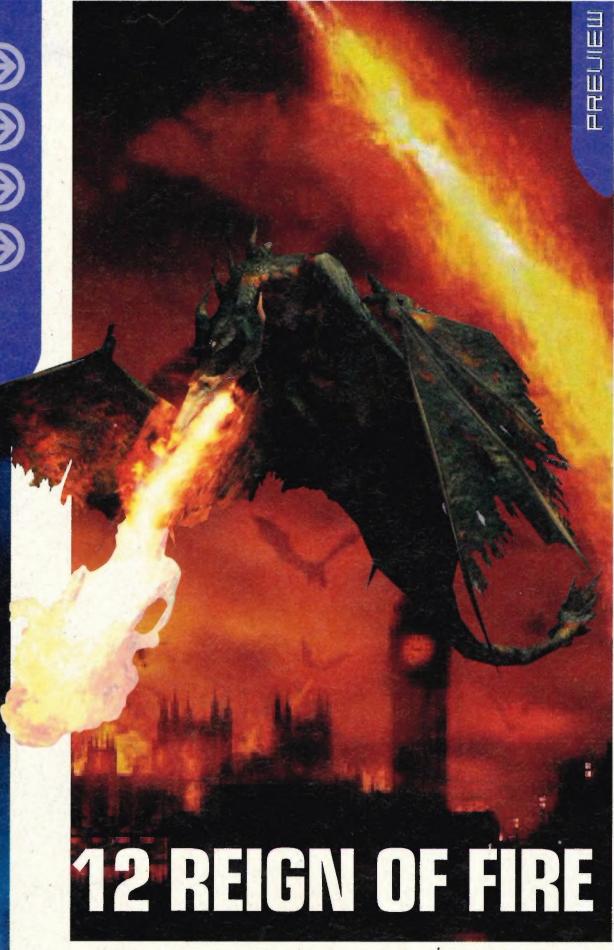
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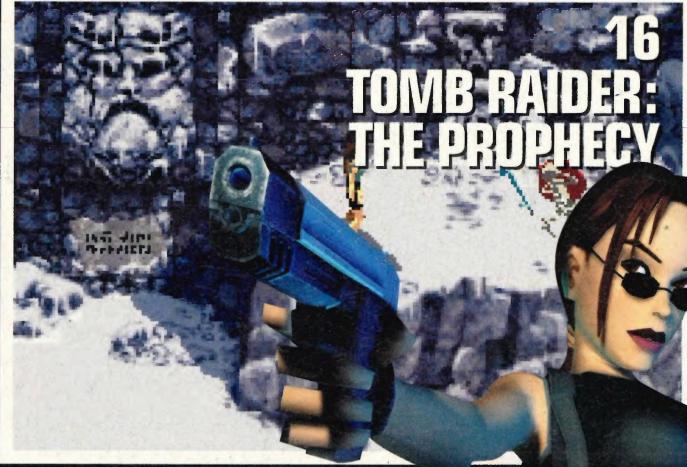
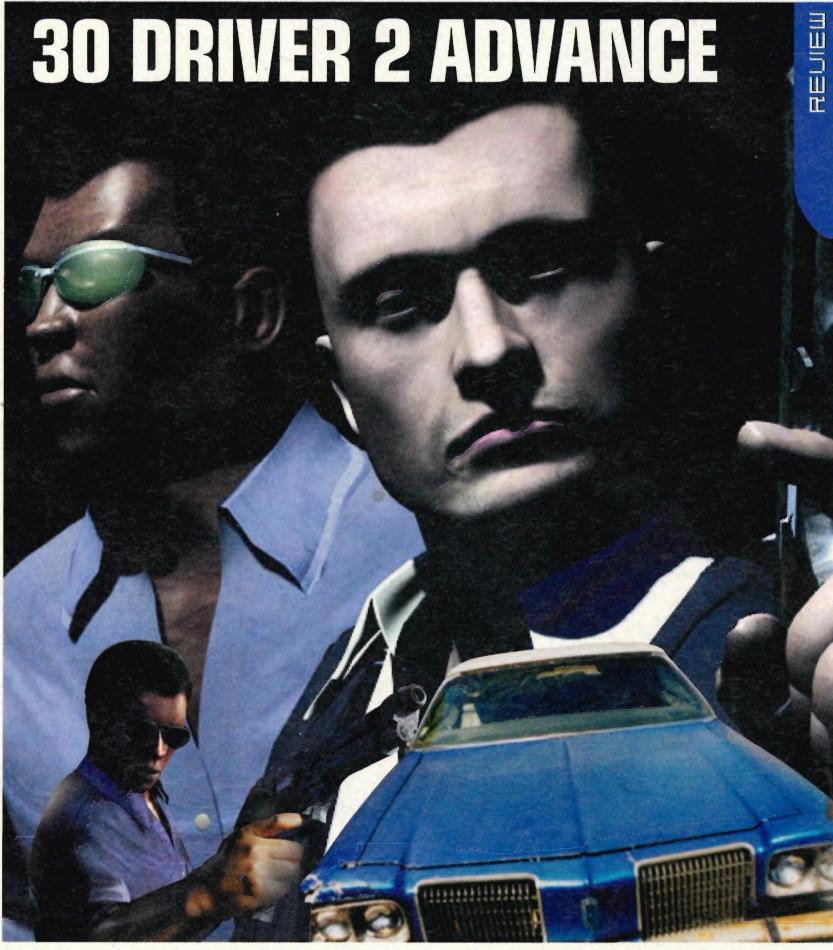
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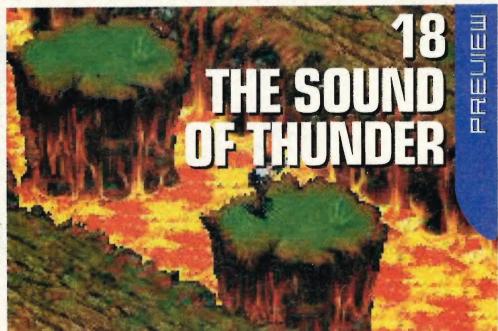


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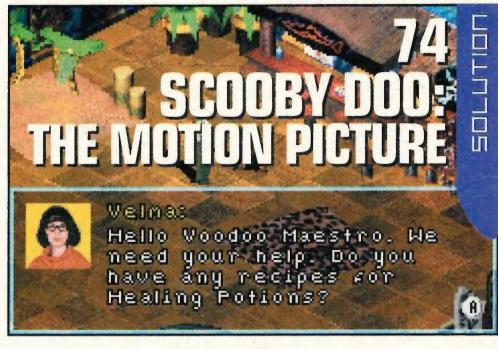
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NOBODY LOVES THE GAME BOY ADVANCE AS MUCH AS US, SO DON'T EVEN DREAM OF LOOKING AT ANOTHER GBA MAGAZINE! 100% INDEPENDENT & 100% UNBIASED!

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Stunning handheld gaming action is it a car?

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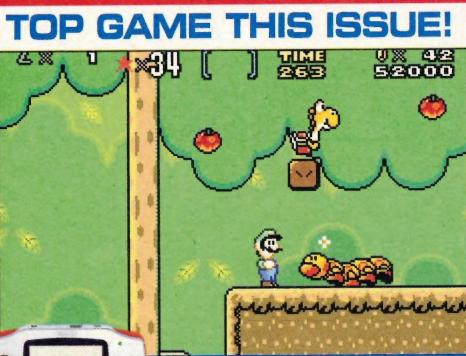
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SEE PAGE 10!



GBA

ADVANCE NEWS

GBA CHARTS

WHAT'S HOT AND SIZZLING
COURTESY OF CHART TRACK!

SUPER MARIO ADVANCE 2

1	Super Mario Advance 2	Nintendo
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Crash Bandicoot XS



Scooby Doo: The Movie

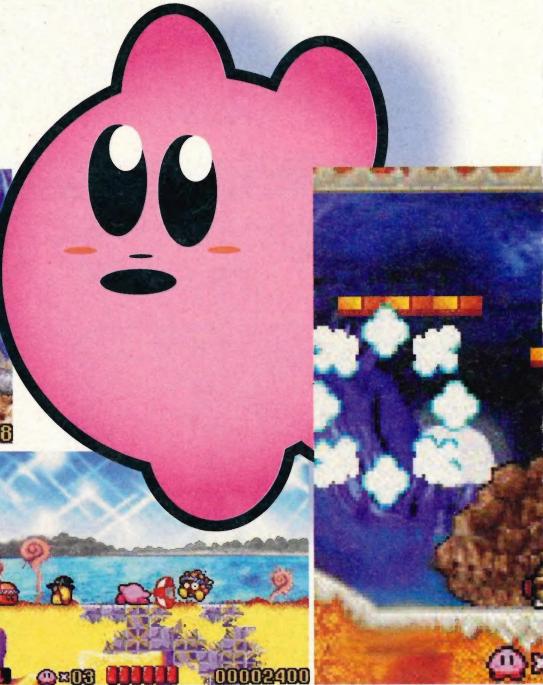
KIRBY BOUNCES
BACK!

He's tilted, he's tumbled, and we never got to see any of it...

THE NAME'S STILL set as the awe-inspiring Kirby GBA, but Nintendo have just announced some juicy new gossip about the little pink hero's GBA debut. Or at least they've released some new screenshots, which add up to the same thing. The main thrust of the game will be the usual platforming action, with dear old Kirby sucking up all sorts of amazing abilities to help him wend his way through woody forests, icy mountains and sandy deserts. Breathing fire, wielding a mighty

Zelda-style sword and freezing things with Ice Breath are just a few of the abilities you'll have to master – and it seems that up to three of your friends are going to be able to master them as well!

Intriguingly, these shots also show Kirby





alongside three other multicoloured Kirbys making their way through what looks like a co-operative adventure; surely *Super Smash Brothers*-style battles can't be totally off the cards as well! All this and, if release schedules are to be believed, (they're not, generally) there'll be a whole GBA *Tilt 'N' Tumble* title to link-up to the GameCube as well! With this Nintendo are really spoiling us! Or rather, they will be, if any of these games ever see the light of day.



01 111... 12345678

AFTER LIGHT? AFTERBURNER!

We've been inundated with light! And it's a beauty!

AFTER QUITE A few letters asking us about the Afterburner Internal GBA Light, which we've had advertised in the back of the mag for months, Triton Labs, the creators, finally caved in and decided to tell the world about their creation. In fact, thanks to two of the Afterburner's UK distributors, Gamester and BLAHBLAH, we've had two fully fitted backlit GBAs and an Afterburner kit to test ourselves – and we were every bit as impressed as we expected – it might be a bit tricky to arrange, but once you've got an Afterburner in your GBA, you won't look back. And you certainly won't be looking for that one spot in your room where the light is just about right to see the GBA screen!

If you order the kit itself, you're going to have to take your GBA apart and solder the insides in two places to get the kit to fit right inside. This will obviously void your warranty, but unless you make a huge cock-up, it'll be well worth it. One problem if you are fitting your own Afterburner is that it's quite complicated to do, and you'll

need to be a bit of a wizard with a soldering iron, not to mention cutting bits and pieces to fit your GBA and so on – not recommended unless you're a budding electrician, even though full instructions are given. You can even insert a dimmer dial, if you're clever enough.

The basic point is, once you have the kit installed, the difference it makes to playing on your GBA is massive. The one problem attributed to backlights is the extent to which they shorten battery-life. But seeing as we collected pretty much every Dragon Coin in SMA2 on one pair of batteries puts an end to that lie – we noticed no real strain on the GBA power. All we noticed was crystal clear graphics, and the ability to play anytime, anywhere. If you were to put a backlit GBA next to a normal one, you might notice that the backlit colours are just the tiniest bit washed out in comparison, but definitely not enough to cause concern.

Rumours about an official backlit GBA re-launch crop



up every other day, but until Nintendo stop refuting these claims, this is the closest you'll get – and it makes a hell of a lot of difference. For more info, you can visit the Triton website at www.tritonlabs.com.

But if you want your own Afterburner kit, there are two UK companies that can either install one for you, send you a kit, or even sell you a ready-made backlit GBA for the fair price of £100. The kit itself costs £35, but there's an extra £10 charge if you want them to fit it.

Obviously you can't resist – In the North of England you can contact W & F Enterprises on 07876 278768 or check out their website at www.wfenterprise.co.uk. Or you could try the London-based Xyromax.com, whose website is at www.xyromax.com. You can also speak to Gordon Fu or Anthony Wan on 0870 0113630 or 07876 278 768, and then you'll be able to play in the dark in next to no time!

SNOOP

A SMALLER SCOOP
OF GBA NEWS!...

BARBIE'S BEEN SHRUNK!

All you lads can relax – the first *Barbie* game for the GBA is set for release on 12 August. Known as *Barbie Groovy Games*, the cartridge contains 9 mini-games for you and your friends to play. These include matching pairs, noughts and crosses, Hangman, a Britney style dancing game and snake. And we can only presume that this game will feature a lot of pink, and stars, and baby lambs or some such sexist stuff.



RARE GOINGS ON

The Rare rumours are still going as the official site takes down the links to two of its upcoming titles – *Donkey Kong* *Coconut Crackers* and *Donkey Kong Racing*, set for a release on the GBA and the GameCube. Quite what this means is anybody's guess, but you can be sure that it will be feeding the rumour fires for a long time to come. What are you up to, Rare? Please save us from boring games!

FINAL FANTASY

After Final Fantasy III was dropped from the Wonderswan Color line-up a while ago, speculation was rife that it would appear on the GBA. Take into account the recent Square announcements regarding their support for the Nintendo systems, and the rumour that Japanese games magazine *V-Jump* is to include the announcement of Final Fantasy III on the GBA suddenly seems very likely. This particular title never saw light in the Western World, so we are eager to see what we've been missing all of this time!

GO! GO! GO ONLINE!

One of our favourite games of the year has now got its own website – log onto www.go-go-beckham.com for all the latest info on Denki's Dinkie David platformer, including free level downloads and plenty of exclusive info! With its cute graphics and, er, Beckham theme, this game has got to be HUGE in Japan. Vive L'Angleterre!



ECKS VS SEVER 2

Ah, so that's what they look like!



WE HAD TO battle through the whole of *Ecks Vs. Sever* without any idea of what the movie was going to be like, but at least we now have a vague idea what to expect when it comes to *Ecks Vs Sever 2: Ballistic*. Set in the year 2004, Ecks and Sever have joined forces and fight together against the illegal arms industry, before the inevitable happens –

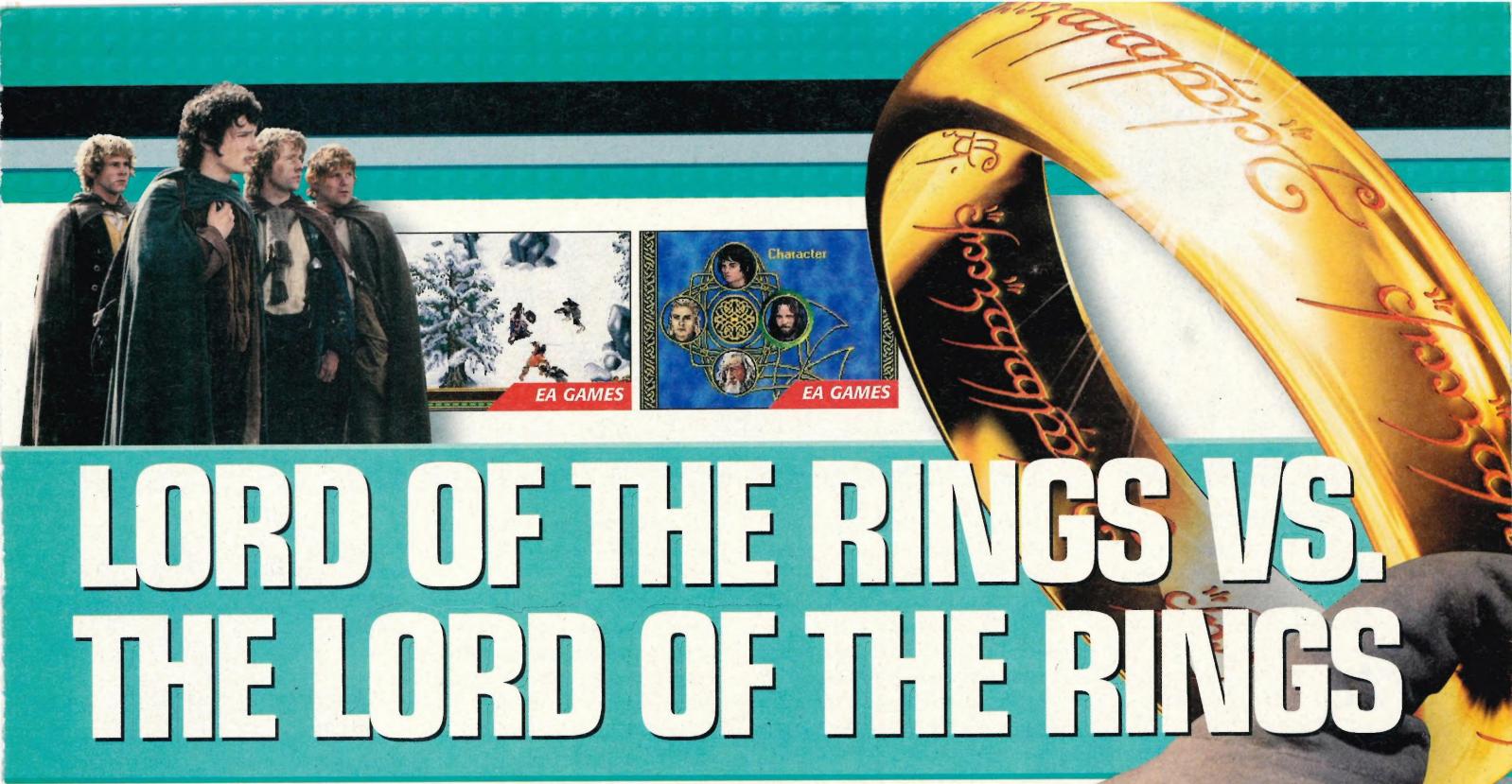
nuclear holocaust. Typical, eh? We weren't going to give this much space, what with the massive Bam! Blowout we have this issue, but one quick play changed our minds – this is one shoot-'em-up that seriously stretches the rules, and looks set to bewitch even shooter haters. There are 24 single player missions, 5 different modes of play, destructible environments, and a whole variety of weapons and tools including grenades, spy cameras and sniper rifles, and only a few weeks until it's released!

GBA TRANS VETER:
WHAT THE HELL?

Now you can watch TV on your GBA, and then transfer it to TV!

ONLY A COUPLE of issues on from our exclusive on the Blaze TV Tuner, our peripheral private eye has tipped us off about a brand new add-on made in Taiwan, the GBA Trans Veter, which simply clips onto the console like a battery pack, and allows you to plug straight into a TV – Pal or NTSC – and play any GBA title full-screen! This will work for Game Boy, GBC and GBA games, but sadly it won't feature Super Game Boy style border and art options, but then you can't have everything. We'll have more on this when we've spoken to our Taiwanese correspondent. Look out for our massive GBA peripheral feature next issue, with all the info you'll need on this and the E-Card Reader!





LORD OF THE RINGS VS. THE LORD OF THE RINGS

**Never mind the Two
Towers – what about
the two games?**



EA GAMES



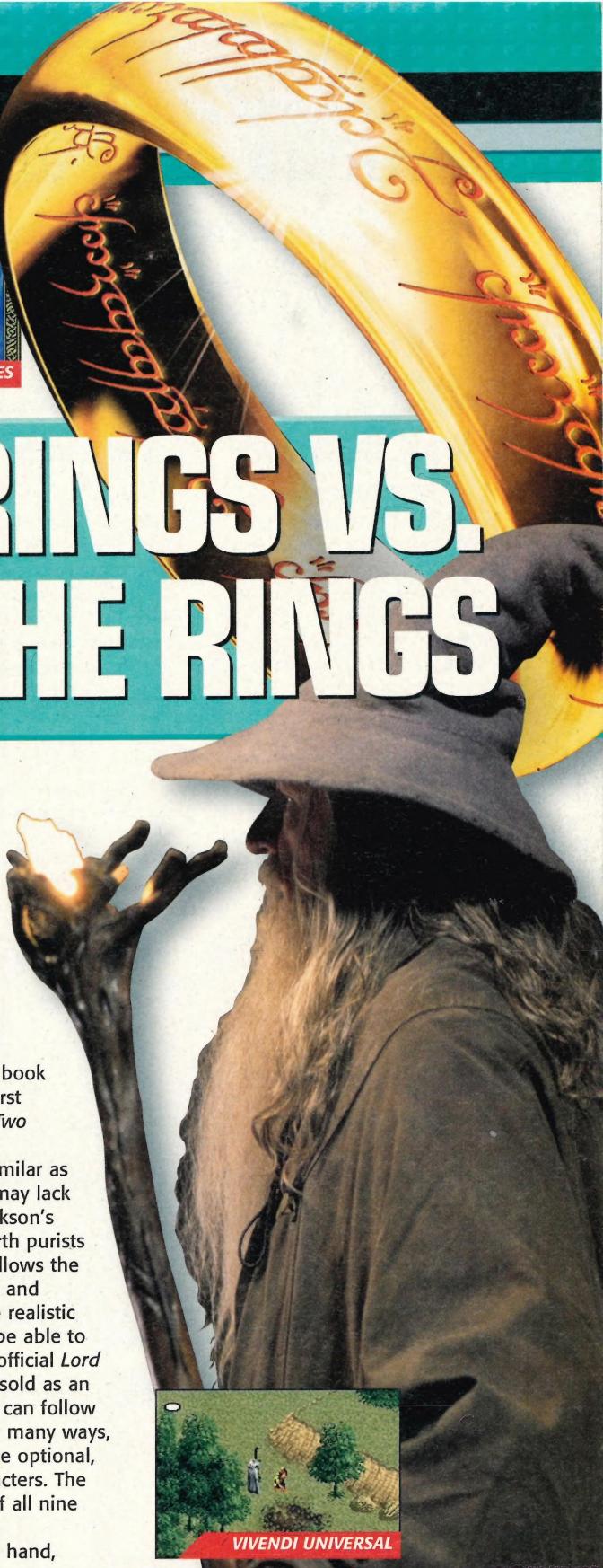
VIVENDI UNIVERSAL

ROLL ON THE start of 2003, when we'll have got yet another rash of huge CGI-fuelled movies out of the way – between young Mr Potter and the *Fellowship of the Ring*, it's a going to be an exhausting and confusing time for the videogames industry, and not least because we can expect two different Tolkien-inspired games in a month or so – Vivendi Universal has taken the high ground with its *Fellowship Of The Ring* based on the book itself, while EA is gearing up for the first GBA title taken from the movie, *The Two Towers*.

And the games are looking quite similar as well, it has to be said. Vivendi's title may lack the punch of being allied to Peter Jackson's inevitable blockbuster, but Middle Earth purists will be won over by the fact that it follows the first story, and having gone for a bold and colourful approach as opposed to the realistic look of the EA game, it will certainly be able to hold its own amongst the deluge of official *Lord Of The Rings* merchandise. It's being sold as an 'RPG-lite', meaning that although you can follow many plotlines and solve problems in many ways, the battle aspects of the adventure are optional, allowing the CPU to control the characters. The player can, however, gain control of all nine members of the Fellowship.

EA's official title, on the other hand, promises four controllable characters – Frodo, Gandalf, Aragorn and Legolas, (there's some raw work pulled at the font, isn't there?) but offers more action-based fighting, as opposed to turn-based. And with 30 levels for each character, this could be one of the biggest GBA titles yet, especially when you consider that you can play two-player battles via link-up as well.

So at least we'll now be able to tell the new games apart – it's up to the final scores to decide which is going to be the best Christmas present. Let battle commence!



VIVENDI UNIVERSAL



VIVENDI UNIVERSAL

HAPPY AS HARRY!

The Chamber of Secrets opens up on the GBA this Christmas!

...OR EVEN EARLIER! It's a funny feeling announcing another Harry Potter game, as it always feels daft drumming up interest in a game that will shift millions upon millions of units no matter what we say. The GBA version of *The Philosopher's Stone* was rather hit and miss, and compared to its GBC sister game, it was a real waste of programming. But nevertheless, having a picture of a small boy with glasses and a lightning scar on the box ensured massive sales throughout the holiday season, and *Chamber*

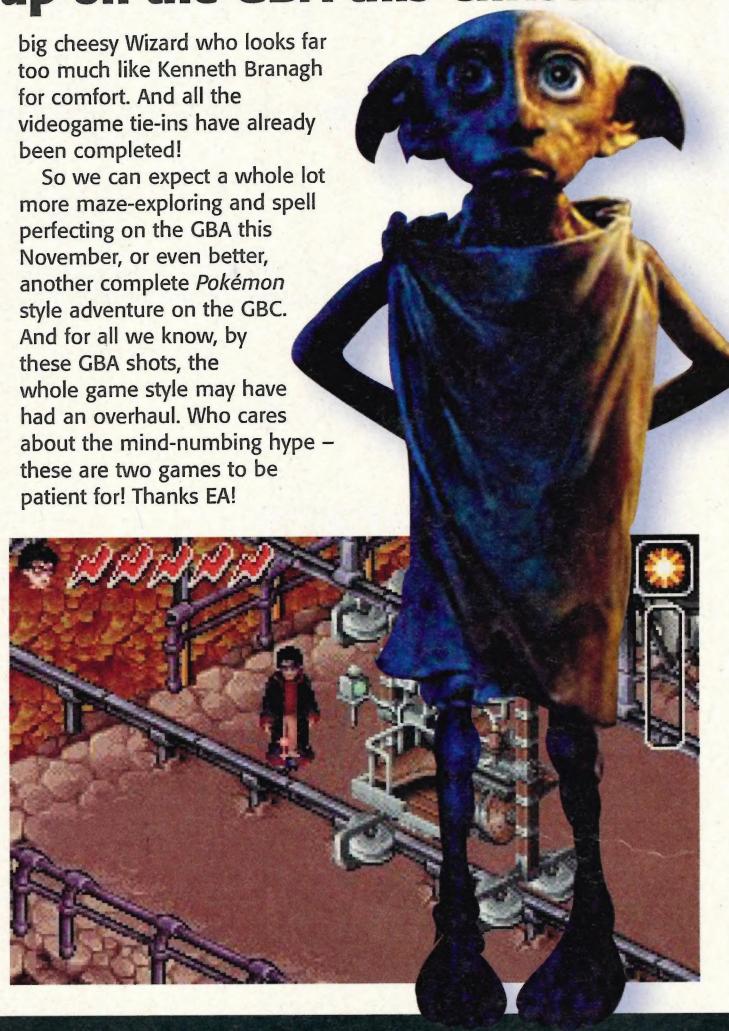
of Secrets will be no different.

The best part of this year's Harry Potter bonanza though, is the chance to buy a BRAND NEW GBC GAME! Months after we thought that *Dragonball Z* would be the last Game Boy Color game to merit a review, we find we'll be getting back onto the good old rectangular master in the near future – and for a game as good as Harry Potter GBC, too!

If you don't already know the complete plot to the *Chamber of Secrets*, then you're probably not interested anyway! But it concerns the riddle of Tom Riddle, his diary, and a

big cheesy Wizard who looks far too much like Kenneth Branagh for comfort. And all the videogame tie-ins have already been completed!

So we can expect a whole lot more maze-exploring and spell perfecting on the GBA this November, or even better, another complete *Pokémon* style adventure on the GBC. And for all we know, by these GBA shots, the whole game style may have had an overhaul. Who cares about the mind-numbing hype – these are two games to be patient for! Thanks EA!



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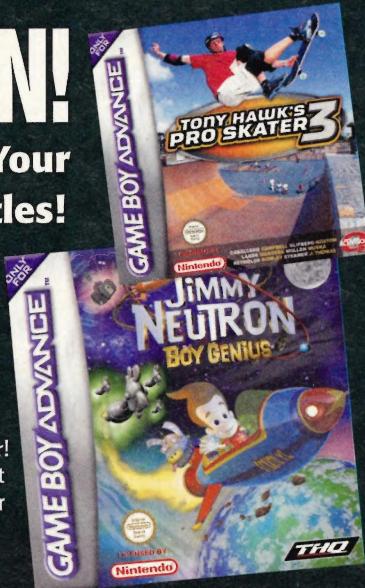
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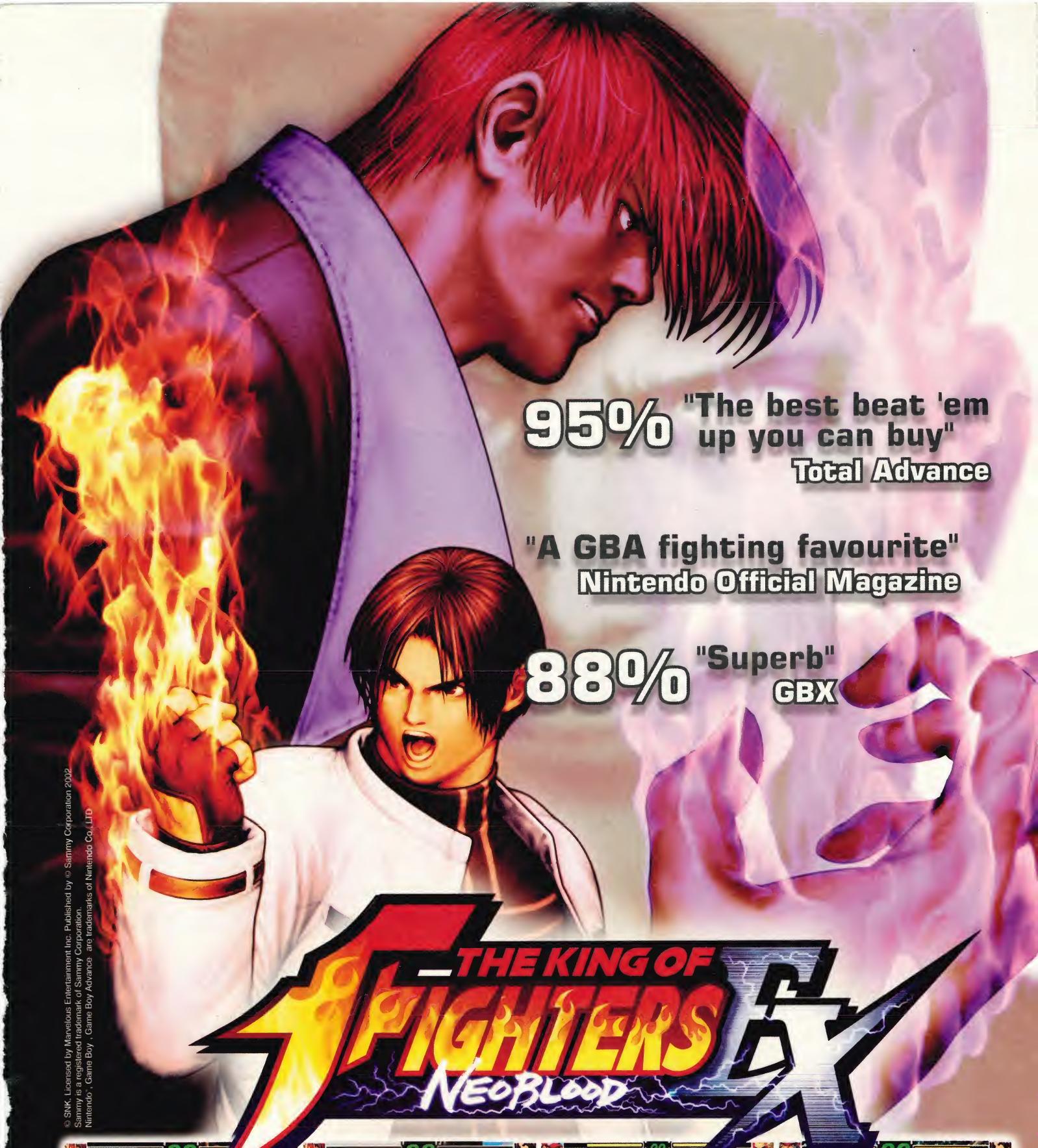
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With so many games being released on the GBA, it's hard to keep up. That's where TOTAL ADVANCE and those fine people at GAME come in. We've teamed up with them to offer you this lovely £5 off voucher to help you stretch your pennies even further! So, what are you waiting for? Get it cut out and race as fast as your little game-addled legs will carry you to your nearest GAME store!





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Nintendo Official Magazine

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ADVANCE HANDS ON!



FACT FACT FACT FACT FACT FACT FACT

BAD BREATH

Much later on in the game this is the kind of baby you're going to be up against - far worse than the Godzuki sized lizards you can easily kill in the opening levels.

TOTAL ADVANCE				
INFORMATION				
REIGN OF FIRE				
PUBLISHER:	BAM!			
DEVELOPER:	CRAWFISH			
PRICE:	£29.99			
ORIGIN:	UK			
PLAYERS:	1			
PERCENTAGE COMPLETE				
00	25	50	75	100
RELEASE DATE: OCTOBER 2002				

PREVIOUS

FROM THE MAKERS OF...

ECKS VS SEVER

The film's still not out, but this is one of the best shoot-'em-ups, only to be superseded by Ecks Vs Sever 2!

TOTALGAMES.NET RATING: 92%



REIGN OF

The best idea for a movie in years - but will it translate



ARMY GAMES ARE quite boring really, aren't they? Okay, so the thousands of you who bought and loved *Advance Wars* may have issues with that statement, but the constant series of WWII themed battlers, top secret missions and so on can get a little repetitive. But what if you took the game design of titles like *Army Men* or *CT Special Forces*, and gave it a little twist?

Such as replacing the Nazis/opposing forces with enormous fire breathing dragons?

Well, thanks to the (surely Box Office busting success) movie *Reign of Fire*, that's just what we can expect in this tie-in title from Crawfish and Bam! The publisher/designer duo always seem to add that extra depth and value for money to all of their handheld titles, and this adventure is no different.

You control a team of human

survivors in 2024 Britain, struggling to save the entire race from the hideous scaly halitosis-ridden beasts that have arisen from their millennium-long doze, and decided



"REIGN OF FIRE IS SET TO PROVIDE A BREATH OF FRESH, IF EXCEEDINGLY FIERY, AIR FOR GBA ADVENTURES."



FIRE

to the GBA screen?

to reclaim their place as the Earth's dominant species. At first you're just harvesting and putting out fires as the English leader (and unwitting first victim of the dragons) Quin, but as soon as you run into the Yankie survivors led by the clearly insane Van Zan, things are going to get a little more confrontational – and it all leads up to the final battle for world domination – and revenge for all the human lives ended by the big scaly gits. Now that's what I call a

game plot!

Controlling the lead guy in a team you have to ensure that your buddies don't wander into fire, (although the soldiers catch fire, they still follow you around obediently until they die) while blasting dragons out of the sky, extinguishing their furnaces and destroying their eggs. There are also the first crucial mundane missions, such as harvesting food for the survivors. On the way there are vehicles to get to grips with,



THE BATTLE IGNITES JULY 12
Y'see, even the poster for the film looks cool. The film's even better...

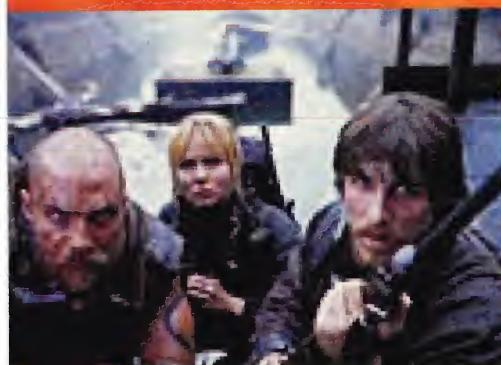
REIGN OF FIRE THE MOVIE

HOT STUFF!

It's been out for a few weeks now, so if you haven't munched through a ton of popcorn at the big-screen version of *Reign of Fire*, what are you waiting for? Set in London in the near future, it stars Christian Bale and Matthew McConaughey as the humans that lead the sole survivors of a dragon-led holocaust against their new scaly enemies.

After a short history of the dragon movies, (*Dragonheart*, anyone?) thought not) this is one title that should turn the balance. When young Quin unwittingly uncovers the ancient hibernation caves of the head male dragon, it triggers the re-emergence of millions of once mythical beasts, who reduce most of the world to ashes in their bid to reclaim their place as the Earth's master species. Expect plenty of explosions, cool CGI (with a bit of luck) and dodgy beards. What more could you need? Having seen the movie, anyone who tells you it's crap is a fool.

ADVANCE HANDS ON!



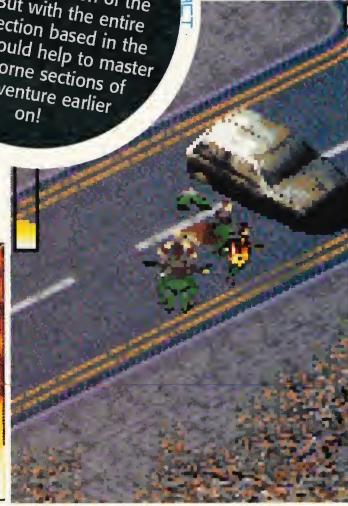
and plenty of extra bonuses to collect, and the areas you'll be forced to cover are massive, and deadly.

The minuscule scale allows for simplified but believable graphics, and the plot is well adapted, making this a far more intriguing

adventure than you'd expect. Though there may be no link-up option, the opportunity to follow an entirely different plotline in which you play the dragons will definitely add value for money. Okay, so at the moment it does seem like there's a hell of a lot of wandering

around grey rocky areas to do, and the password system isn't ideal, but once you get into this battle, it's definitely worth fighting. *Reign of Fire* is set to provide a breath of fresh, if exceedingly fiery, air for GBA adventures.

TAKE TO THE AIR!
FACT FACT FACT FACT FACT FACT
Ooh – we didn't get this far on our preview version of the game! But with the entire dragon section based in the skies, it should help to master the airborne sections of this adventure earlier on!



"THE SCALE ALLOWS FOR SIMPLIFIED BUT BELIEVABLE GRAPHICS, MAKING THIS A MORE INTRIGUING ADVENTURE THAN YOU'D EXPECT."



TOTAL ADVANCE

THINKS...

FIRST IMPRESSION

We've learned by now that you can always rely on the Crawfish/Bam! Alliance for unstinting originality, and they've definitely not let us down this time. Okay, so the game format owes more than a little to the *Army Men* adventures, but the chance to play the whole game as Dragons adds value for money and a totally unprecedented challenge. Plus, we all loved the movie so much that the chance to get our own back on those big scaly buggers is very strong. So let's get blasting some mythical lizards!

DRAGON SLAYING CUBED!

The opportunity to play as both the human team or a dragon is also featured in the GameCube version of the game. Let's see what our sister mag has to say about it all...

Following the exploits of Quinn (the human resistance fighter), you have to master various weapons and vehicles, all in your aid to track down the single male Dragon who exists in central London. On top of that you have to deal with scenarios such as fighting the rampant fires that ravage your stronghold. The stand-out point of this title, however, is that you can also take on the role of a young Dragon, and follow his path to maturity. Burning towns down and stomping on the fleeing citizens looks to be the far more enjoyable option! The fiery, scorched earth that you fight across gives a broody atmosphere to the proceedings and it's all very distressing. The small glimmers of hope that appear give you the incentive to keep playing.

Add in the film-quality cut-scenes and overall cinematic vibe, and you have a quality title that looks to attain a cult following among GameCube owners.



ADVANCE HANDS ON!



TOTAL ADVANCE				
INFORMATION				
TOMB RAIDER: THE PROPHECY				
PUBLISHER:	UBI SOFT			
DEVELOPER:	CORE			
PRICE:	£29.99			
ORIGIN:	UK			
PLAYERS:	1			
PERCENTAGE COMPLETE				
00	25	50	75	100
RELEASE DATE: NOVEMBER 2002				



TOMB RAIDER:

She's the smallest she's ever been – and better than she's looked in a long, long time!



RIGHT, BEFORE WE start the preview proper, let's get this over with. HA HA, WE'VE PLAYED *TOMB RAIDER* ON THE GBA AND YOU HAVEN'T AND IT'S GREAT NER NER NER!... That's better. It's hard not to react like that when you get your hands on a bit of code like this. Lara Croft may have taken a few knocks in the last few years, not least from the folk who felt let down by the Angelina Jolie movie, but we think it's safe to say that she's found herself a crucial medi-pak and is now back with a vengeance.

The plot surrounding *Tomb Raider: The Prophecy* is a little hard to tell, not least because the text portions of the early code we received span by in a second, but you can expect to guide the infamous tomb

raider from the snowy mountains of Sweden to the catacombs of Cambodia, in search of a load of magic balls. No, really! She's been reading the Book of Ezekiel, which has pointed her in the direction of an ancient King who used said balls to raise the dead. Needless to say, some undead fiends aren't too happy about her getting away with the goods, so there are going to be a lot of dog murder, and skeletons to wipe out on the journey.

The top-down 3D effect really is Lara's ideal format for a handheld title, and the shadowing effects are groundbreaking stuff for the GBA. Although the GBA can't give you real details (such as faces – always the first to go) the Lara sprite is amazingly realistic, with superbly animated moves

"THIS IS AN ASTOUNDING ADVENTURE, EVEN AT THIS EARLY STAGE, AND IT'S SUCCESS IS DEFINITELY ASSURED"



THE PROPHECY

- pressing R brings out the firepower, and she can run and jump with complete freedom while blazing away - you can even see her pigtail swinging around! Okay, so at the moment the consistent challenge of pressing switches to lower spikes or open doors does get a teensy bit repetitive, but this is mainly down to the fact that there's little plot holding it together just at the moment. However, she has plenty of smart-alec wisecracks along the way, so you can tell that once the plotline has been sorted, this is going to be a really involving mission. Especially if there are plenty of levels - each section is quite small, so there'll have to be at least 30 to make up a worthwhile game. And each section is reachable via a password system, which we won't hold

against the designers just yet.

SFX wise, you're all in for a real treat, with great SFX all the way through, even if the constant tribal drums do get irritating. Oh, and when Lara gives her infamous grunt, it does sound like a dog barking. But these are teething problems, and nothing more.

This is an astounding adventure, even at this early stage, and its success is definitely assured. As Eidos Interactive Chairman Mike McGarvey observed, 'With Ubi Soft's expertise in developing successful Game Boy Advance games, we are confident that *Lara Croft Tomb Raider: The Prophecy* will maintain the high standards people have come to expect from a *Tomb Raider* game'. He's got no worries. And not a bottle of Lucozade in sight!



DR SHREW INVESTIGATES!

Back in the Total Game Boy days (well, actually way ahead in the Total Game Boy days, as I'm writing this from the Last Supper) we were very kind to Lara in both of her GBC adventures: *Tomb Raider* and *Tomb Raider: Curse of the Sword*, but come to think of it, Lara never really belonged in a side-scrolling adventure.

Although the original 99% review was hilariously overzealous, they were both great games (and were both practically identical, a *Tomb Raider* trick if ever there was one!). They just weren't really the Lara Croft action we're all used to.

In the first adventure, you took Lara on a journey to Peru to find something called the Nightmare Stone (sounds like the kind of thing best left alone to me!) whereas the *Curse of the Sword* had the singular attraction of guiding young Ms Croft across the rooftops and smelly knickers of London - not an opportunity to be missed, despite the silly scrolling graphics!

Those were the days, my friends, we thought they'd never end, la la la...



ADVANCE HANDS ON!



TOTAL ADVANCE				
	INFORMATION			
REIGN OF FIRE				
PUBLISHER:	BAM!			
DEVELOPER:	CRAWFISH			
PRICE:	£29.99			
ORIGIN:	UK			
PLAYERS:	1			
PERCENTAGE COMPLETE				
00	25	50	75	100
RELEASE DATE: OCTOBER 2002				



PREVIOUS

FROM THE MAKERS OF...

BROKEN SWORD: SHADOW OF TEMPLARS

■ Mobius hasn't done much yet, but *Broken Sword* is definitely the best Bam! adventure... So far anyway!



TOTALGAMES.NET RATING: 81%

A SOUND

Yes, it's even more reptile blasting from Bam! And

IT'S ALWAYS THE same, isn't it? You're wandering down the street without a care in the world, the next thing you know the human race never evolved, and there's a 20 foot dinosaur bearing down on you. Typical!

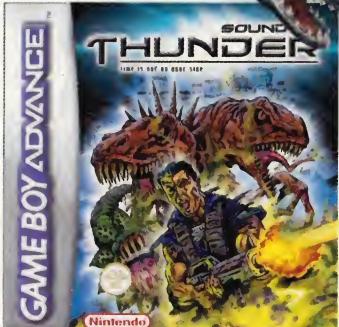
Or at least in the world of *A Sound of Thunder*. On the surface, this is just another in the long line of Bam! movie licenses based on films that won't be out for years, but take another look and you'll see a GBA game of a quality we never

thought possible – and an adventure that the PlayStation would be glad to feature, but never will.

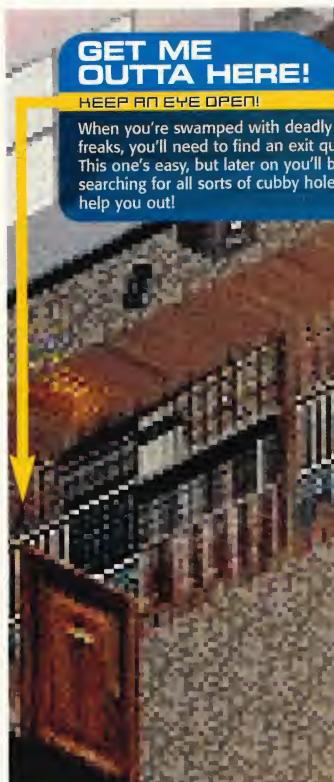
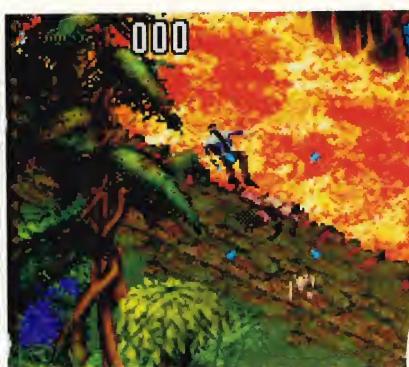
You play Travis Ryer, the man faced with the charge of saving the life of the woman who invented Time Travel – so she can prevent the entire human race from, er, never having existed. It's all her fault, having sent back a load of tourists on a Jurassic shooting party. It only takes one blade of grass to be harmed before time ripples tear

through present day Chicago, and the whole of civilisation is threatened. It's a good job that you've got a massive arsenal of weaponry, because there are some foul slimy things waiting around the corner, and a hell of a lot of problems to solve before life can return to normal.

It's hard to gauge what your reactions will be to these shots – you have to see this beauty in full working order to understand just how superior it is in design to everything that's gone before.



"THE BUILDINGS ARE JUST REAL - YOU WALK AROUND THEM, EXPLORE ROOMS, EVERYTHING BAR VISIT THE GENTS!"



FEEL FACT FACT FACT FACT FACT DAY OF THE MUSHROOMS

Wh... what? One minute you're walking down a corridor, the next thing you know Time's slipped and the plants have taken over! Time for some bud-bursting action!

GET ME OUTTA HERE!

KEEP AN EYE OPEN!
When you're swamped with deadly freaks, you'll need to find an exit quick! This one's easy, but later on you'll be searching for all sorts of cubby holes to help you out!

HOW MANY BLUE VESTS?

THREE NIBBLES AND YOU'RE OUT
Your energy in this game is measured in body armour percentage. When those beasts get you surrounded though, this can be depleted in seconds, so be on your guard.

GIVE ME A HAND!

HELP IS ALWAYS AT HAND...
Sometimes you have to look around for hidden secrets (see the ammo in the top left corner?) but when anything exciting comes along, this icon will alert you to it.

OF THUNDER

it's possibly the most exciting title of the year!

Not only are the 3D effects on the buildings and sprites practically faultless, but with each Time Wave that crashes around, the environment changes – so the size of this game is shocking, despite the seemingly low number of levels. Other graphic breakthroughs include bullet-time 3D freezing effects and the impressive Time Wave effects themselves.

It's easy to get stuck on some puzzles, especially later ones which are so hard you wonder if



ADVANCE HANDS ON!



it's worth your time, but even so there are always hidden sections and bonuses in every area – the buildings are just real – you walk around them, explore rooms, everything bar visit the gents!

If this hasn't made you flip your lid, you haven't taken into account that there is also a Multi-

Pak co-operative mode that entirely changes the adventure. Or the fact that you can link up four people in an awe-inspiring puzzle mode with JUST ONE CARTRIDGE! And did we mention the sections

SIT DOGGY SIT!

These horrible raptor-dog type things can be really vicious – 100% Body Armour gone in three nasty swipes! You have beasts, so keep your distance, and keep shooting!

where you race away from massive dinosaurs in super fast, exquisitely designed vehicles? Or...

Oh, forget it. If you haven't realised that this is going to be the ultimate luxury buy for the GBA, then you're reading the wrong magazine. A Sound of Thunder – Hear It Roar!

TA MEETS MOBIUS!

A BIT OF A CHAT WITH THE GAME CREATORS.

We stopped off for a chinwag with the managing director of Mobius Entertainment, Gordon Hall. Nice chap.

TA: So, A Sound of Thunder. Give us your pitch!

GH: A Sound of Thunder is an isometric 3D arcade adventure game based around the upcoming film of the same title. Set in a future where time travel is the latest thing for holidaymakers a disaster has befallen the world. A hunting trip to the early cretaceous period has gone disastrously wrong resulting in a change to the very fabric of the present; 'time waves' are crashing over New York, changing the ecology of the planet into that of an alternative future that has no place for humans. Playing Travis Ryder, our hero protagonist, you must save the inventor of time travel – Sonia Rand. Teaming up with her you begin a headlong race to return the status quo.

Battling across New York through seven massive levels in both single player or cooperative multi play modes, on foot and in all terrain vehicles or just shoot it out with your friends in four player one cartridge tournament link mode, either way Sound of Thunder marks a new level of complexity for hand held gaming.

TA: Ooh. Do you feel you've managed to do something really special with the GBA in this one?

GH: Yes, A Sound of Thunder pushes the boundaries of hand held gaming in two ways. Firstly the technical and visual challenges we have overcome to bring Sound of Thunder to the GBA make the design brief for this game look more like a high-end console title. Secondly the character interaction scripting system enables the designers to setup much more involving story lines not normally seen on any other hand held title.

TA: Sounds like a bit of a challenge! Anything else cause any problems?

GH: Well, we already had our fully 3D character engine complete with full texture mapping, skinned & boned animations and lighting so we really pushed the boundaries in regards to special effects and character interaction. Take a look at the Timewave effect for an example of how far we are pushing this lovely piece of kit.

TA: So what really makes you proud of A Sound of Thunder?

GH: Probably the way we can now develop plot and non-player character interaction although the special effects in the game make us all very proud also.

TA: D'you feel that any other GBA titles set this challenge for you?

GH: The team, we try not to look at other titles as it clouds judgement and we certainly don't look at other GBA titles when deciding what to develop. I'd say Half Life was the one title that inspired us, it pushed the story telling boundaries on the high end titles in a way we are now doing with A Sound of Thunder on the Game Boy Advance.

TA: Considering the movie's still being filmed, how much contact have you had with the people behind it?

GH: We have had regular script updates but in essence we like to concentrate on developing a fun to play, exciting and rewarding game that whilst being based on a film license really is more interested in being a good game than anything else. I've seen too many games based on licences that forgot they were games, that isn't Mobius' or BAM!'s way of working.

TA: So it's not an exact version of the movie we'll finally get to see?

GH: It has a lot of the story in there. We've concentrated on using some really cool aspects of the film such as driving the ATVs around the devastated Manhattan streets and fighting huge dinosaur-like creatures alongside bringing all of the main characters and their personalities to the title, so I'd say we have stayed pretty faithful to the essence of the film.

TA: Ta!

High Heat Major League Baseball



• Mobius haven't made their presence few secret High Profile Movie Licenses

"IF YOU HAVEN'T REALISED THAT THIS IS GOING TO BE THE ULTIMATE LUXURY BUY FOR THE GBA, THEN YOU'RE READING THE WRONG MAGAZINE. !"



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MARVIN MCFLY SAYS PANTS!

Pants! To be honest guys, I've travelled around in time a hell of a lot more than this Travis guy and you can't change history that much! I remember when I was back in Cretaceous period Hull last week, I inadvertently flew the Delorean right into a Pterodactyl's nest, smashing all the eggs. I quickly revved up to 88 mph and zoomed back to the present, and things were pretty much the same! Well, except for the fact that everyone in the world had the face of Bob Monkhouse, and birds had developed the power to knit. But all it took was a quick trip back to the past, and a stiff word with myself, and soon we were kinda back to normal. But if your sock need darning, you could do worse than have a word with the closest blue tit. Catch ya earlier guys!



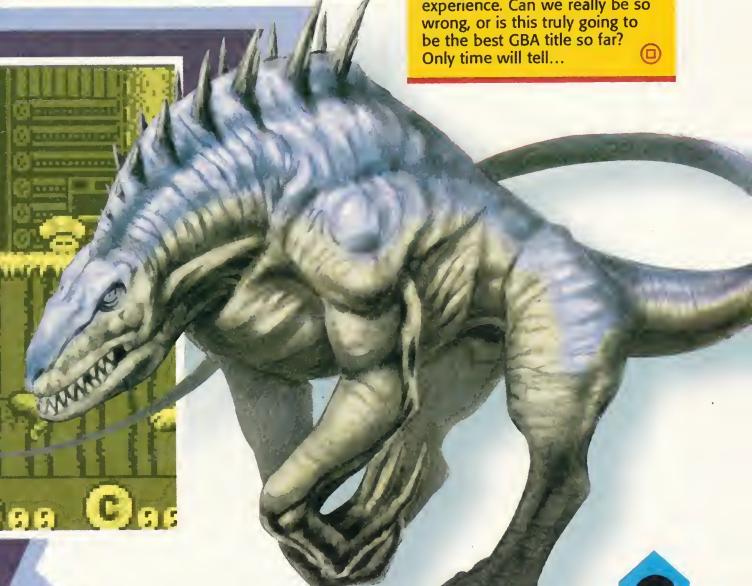
TOTAL ADVANCE

THINKS...

FIRST IMPRESSION
■ From the atmospheric establishing sequences, via the high-speed car-chases, genuinely shocking monster confrontations, exasperating puzzles and dense, well written plot, to the final link-up options, A Sound of Thunder is set to be an absolute world-beating title. We have literally never been so impressed with a preview version of a game in all our experience. Can we really be so wrong, or is this truly going to be the best GBA title so far? Only time will tell... ☺

mÖBIUS

Alfred Chicken's Great Adventure



felt too strongly on the GBA yet, but these are just a few titles they're responsible for, as well as a they couldn't tell us about - including one for the GBC, believe it or not!

**ADVANCE
PREVIEWS****A long time ago, and all that...**

TOTAL ADVANCE				
INFORMATION				
STAR WARS EP 2: NEW DROID ARMY				
PUBLISHER:	THQ			
DEVELOPER:	HELIXE			
PRICE:	£29.99			
ORIGIN:	US			
PLAYERS:	1			
PERCENTAGE COMPLETE				
00	25	50	75	100
RELEASE DATE:	29 NOVEMBER 2002			



STAR WARS EPISODE TWO: THE NEW DROID ARMY

It's a time of disruption in the Force, once again. Time to unshield that lightsabre and set off for the stars...

IT'S DIFFICULT TO know where to start with this *Star Wars* preview, continuing on as it does from this year's blockbuster movie. And perhaps you haven't all seen it yet. And perhaps LucasFilm will be very annoyed with us for giving the ending away...

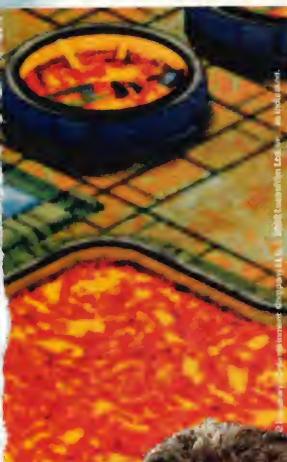
But suffice it to say that *Star Wars: The New Droid Army* kicks off right after the end credits of The Attack of the Clones have rolled. With the taste of wedding cake still in his mouth, (oh yes, very subtle!) and Count Dooku out there somewhere rubbing his hands together and cackling maniacally, Anakin must strap himself in and blast off once again into that galaxy far far away for yet another lightsabre-swinging, force-utilising, abyss-jumping adventure – and this time we're back in 3D.

The miniaturised 3D graphics are more than a little reminiscent of recent THQ smash *Scooby Doo: The Movie*, which should be a blessing, after

the close-up hash that was *Jedi Power Battles*. In your journey to track down the Count and dismantle his legion of deadly droids, (as Dooku appears in Episode Three, we presume you won't kill him in the end) there are loads of favourite characters on the way. And perhaps this title's major selling point (at least for fans of the franchise) is the re-appearance of that loveable lard, Jabba the Hutt.

If, like us, you buy into these rough but realistic 3D effects, this should be perhaps the most awesome handheld *Star Wars* jaunt yet – the 3D environments, from Tatooine to deepest space, are all looking outstanding, and we're promised that the 3D effects are light-years ahead of past offerings. But with the chance to have link-up lightsabre battles well and truly off the table, we can only wait to find out if this adventure will offer real value for money. You'll soon find out in our exclusive review, the issue after next!





"IN YOUR JOURNEY TO TRACK DOWN THE COUNT AND DISMANTLE HIS LEGION OF DEADLY DROIDS..."



Lots of wandering about in the deserts of Tatooine, or it could be Weymouth...

TOTAL ADVANCE THINKS...

FIRST IMPRESSION

It's easy to predict utterly massive success for this title, but a lot harder to predict whether it will actually be much cop. Apart from the fact that it's a new story, the only selling point we could see was the link-up options. Without those, this could turn out to be another cheap cash-in title, with a handful of levels and no extras. Let's hope not, though! And even if it is, there's sure to be another *Star Wars* title along in a week or so!

A BIT OF A CHAT WITH...

THE CLEVER GUYS AT HELIKE

TA: It would be a stupid lie to say we're not desperately looking forward to the *New Droid Army*, and not just because it continues on from *Episode Two*. But how did you handle carrying on the plot? There must have been a hell of a lot of rules set for you!

HELIKE: Obviously, the storyline of the game was something that we worked on directly with Lucas Licensing. The timeframe of the game happens very close after the ending of *Star Wars Episode II*, but doesn't exist in the direct storyline of the film. Placed like it is outside of the film storylines, what happens over the course of the game will not be reflected or have any implications for the upcoming movie. As I mentioned, we worked very closely to come up with an exciting and compelling story that we wanted to absolutely make sure went beyond just making sense within the *Star Wars* universe - we wanted to expand the gameplay experience beyond anything the fans have seen on a handheld before, and Lucas Licensing was integral in the story creation and we're all really excited by how it has turned out.

TA: Do you agree that link-up lightsaber action is the one thing that we've been missing in the GBA *Star Wars* adventures?

HELIKE: Unfortunately we aren't going to be able to include the multi-player mode this round. Looking at the schedule and taking into account everything we wanted to do with *The New Droid Army*, it just made sense to completely focus on getting the single player game as robust, balanced, and fun as possible.

TA: Ah... Well, there are some surprising characters waiting for Anakin in this game – How did you manage to get away with using oldies like Jabba?

HELIKE: As I'm sure you can imagine, one of the exciting aspects of working with Lucasfilm is having access to the incredible world and history that's been created. In order to really bring the game alive, we have been able to take advantage of familiar locations and characters from the films transplanted into the context of our storyline. We wanted to ensure that the player really got the sense that they are adventuring and exploring the world of *Star Wars* that they have come to know and love, and the ability to include those character elements just helps to involve the player even further.

TA: The 3D effects for *Star Wars Jedi Battles* on the GBA came in for a bit of criticism from players who kept dying on diagonal jumps – has this been dealt with?

HELIKE: The similarities with *Star Wars Jedi Power Battles* are on a cursory level at best. Beyond the isometric view, *New Droid Army* is a completely different game in terms of depth as well as controllability. I think that you will find the degree of control extremely crisp, and problems that people had with *Star Wars Jedi Power Battles* along those lines simply don't apply to this title.

TA: There must be a bit of breathing space before the chance to work on *Episode Three* comes along – anything in the pipeline GBA-wise?

HELIKE: Working with a more open time constraint is always better on all levels. Suffice to say that we are all really excited by how *New Droid Army* has turned out and looking to the future I'd expect to continue to see some impressive games coming through.

TA: Ta!

METROI

November can't come soon enough for us Metroid fans!

TAKING IT'S NAME FROM the happenings of a Metroid and the body of a certain galaxy-famous Bounty Hunter, *Metroid Fusion* looks set to re-capture the 2D excitement the gaming world had over it's SNES outing waaay back in 1994.

Although the franchise has been around for a number of years, this will only be the fourth adventure for Samus, the female bounty-hunter of whom you take control.

The release date has only just been announced, so details are thin on the ground. But from what we've played, it seems that the classic *Metroid* elements are already in place, as well as some new ones. Rolling into a ball, jumping from wall to wall, firing missiles... familiar ground for any long time *Metroid* fan. The new moves you have include the ability to clamber hand-over-hand across ceilings and grip onto the edge of ledges.

You can see from the screenshots that the new planetary setting for this adventure is very similar to that of Brinstar, where the last *Metroid* game was set. Dark caverns, rusty metal tunnels that link areas together, and even a water-flooded cave area all



GROOVY MOVES, SAMUS!

The *Metroid* gameplay has always revolved around the various weapons and tools you have at your disposal. We can see from the screenshots that Samus once again has a Morph-ball move, a Spazer beam, (a modification that allows her blaster to fire three shots at once) a grappling hook, missiles, bombs, a Wall Jump move, and different coloured armour, which is presumably an upgraded version of your default armour rather than just a fashion gimmick. Obviously though, there are new elements too... for instance, who's that other bounty-hunter that seems to be attacking Samus? Only time can tell...



FUSION



make a return, but whether or not these are tackled in the same fashion as before remains to be seen. One thing we did notice though was the way you can interact with these environments. For instance, there was one area covered in a nasty fog. Blasting a clogged-up vent purified the air, allowing you to progress through the cave. Little touches like this show that Nintendo isn't content with just re-hashing a game by merely giving it a lick of new paint with this franchise. Good news for us all, but maybe they should apply this philosophy to their Mario series too?

News that this iteration of Metroid is being handled by the same team as before (sadly minus the deceased Gunpei Yokoi, who was responsible for the Game Boy, among other innovative hardware and software creations) can only raise our hopes.

The name is a big clue to another aspect of gameplay. When you shoot a Metroid, its energy floats upwards towards the sky. If you jump into it, you can regain health, ammo or other expendables, depending on the colour of the Metroid you have shot.

Nothing else is known about the storyline yet, but you can be sure that the possible avenues that this fusion creates will not be unexplored by Nintendo. Due for a release on the 18th November, this could be the game of the year for on the GBA.



ON PRIMETIME TONIGHT

THE GAME BOY ADVANCE isn't the only console that's to house a new *Metroid* game. The anxious GameCube fanbase is to receive *Metroid Prime* later this year.

In the making for a number of years, it's starting to look like something very special. The viewpoint, a first-person perspective is an all-new for the *Metroid* series, and understandably some fans have been dubious of this change. However, from our experience of the playable demo, it has to be said that there is nothing to be apprehensive about. The viewpoint works extremely well and really makes you feel as if you are a part of the action. The various additions such as the scanner that allows you to understand the weaknesses of an enemy in the blink of an eye keep the gameplay fresh and the mission structure means you'll never get bored.

What stands out the most though is the visuals. Take a look at the screenshots yourself – stunning or what?



GAME BOY ADVANCE

WIN!

*A bumper bonanza
of groovy stuff we
have that you'll love!*

WIN! WIN! WIN!

GOING SOLO

Summer in paradise? It's time to go Solo!

FANCY SOME FUN in the sun? Well, thanks to those generous souls at debit card company Solo, Total Advance is giving one reader and two friends the chance to do just that with a seven-day holiday in the Mediterranean!

This (supervised) action-packed holiday will include loads of exciting things for you and your friends to enjoy. Your options are endless - you can do anything from a great range of water sport activities, to just lazing on the beach chatting with friends. Go Catamaran sailing, or have a go on the longboats, better yet try wave skiing or an ocean rider towed behind a speedboat - this is sure to provide an extra shot of adrenaline! And if that still isn't enough, you can go on an excursion to a water park or see the sights underwater by snorkelling, and lots, lots more!!!

But wait, that's not all - Solo and Total Advance are also giving 2 runners-up a Game Boy Advance to enjoy. What more could you want?

Here we go... Solo is perfect for summer fun! It's a debit card that you can get from the age of 11 upwards and there are already 6 million in the UK. You can use Solo to buy pre-holiday goodies at more than 500,000 outlets in the UK - and, if you've got the Maestro symbol

on the back of your card, you can use it to get money from cashpoints and buy stuff while you're abroad! Even better, because every transaction is checked you can have fun without overspending!

For more information on how to go Solo, please see: www.solocard.co.uk.

Anyway, to have the chance to jet off into the sun, simply answer the following question, and get your entry in to us no later than November 14th.

HOW OLD DO YOU HAVE TO BE TO HAVE A SOLO CARD?

A	11
B	111
C	12
D	21





**GO WITH
THE FLO!**

PLENTY MUCH
GBA LIGHTS TO
BE SCOOPED UP!



PUT A TIGER IN YOUR GBA!

Join our club! (If you like a lotta chocolate on yer biscuit!)

IT'S AMAZING HOW the ultimate golfing title for the GBA grows on you – when we first started reviewing it, we sneered at the dull concept of handheld golf. Then we found out how it all worked, and grudgingly admitted that it works rather well. Fast forward a week or so, and it's the one single game that we couldn't get through the day without playing. And now you too can join in the swinging times with your very own copy – we've got five to give away – and can guarantee that it's one of the most enjoyably time-consuming carts you'll ever own!

But of course that's not all we've got – we ain't crazy! Tiger Woods PGA Tour Golf may be addictive, but the thing about playing video sports games is that it reminds you that you should really be out physically exercising! So once you've completed all the tasks on your GBA, you can now load the car up with your own set of clubs and get playing the real thing!

For your chance to get swinging with the best, simply answer this offensively easy question, and get your entry in to us no later than November 14th.

**IN WHICH COUNTRY DID THE
GAME OF GOLF ORIGINATE?**

- A ENGLAND
- B AMERICA
- C SCOTLAND
- D GOLFLAND



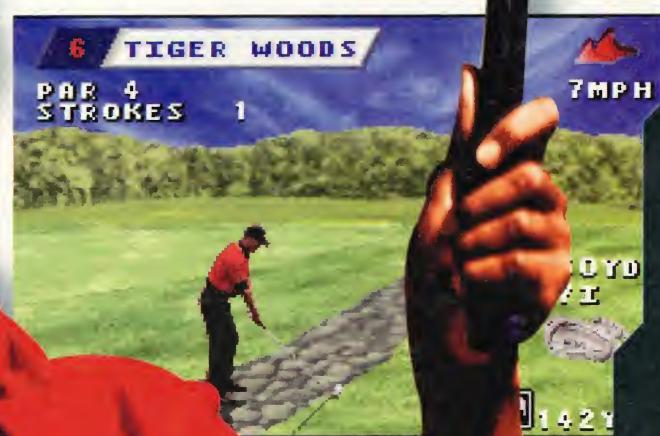
AFTER A FEW weeks of using a GBA with a fitted in backlight, it's a real shocker to go back to a normal one, and try and cope with the murky graphics, twisting and turning until you can find the one minuscule space in a room where the screen is just about visible.

Well, worry no longer with a Gamester Flo-light. They're lights... but they flow. Or they're fluorescent or something. Basically – they work, like billy-o! Possibly the most effective external GBA lighting system you can get, retailing at £12.99 in all possible videogame stores. And we've got ten of these superb illuminators to give away to the first ten lucky beggars who can reply to this question no later than November 14th!

**WHICH BOOK
FEATURES THE WORDS
'LET THERE BE LIGHT'?**

- A BRIDGET JONES'
DIARY
- B TURN THE
LIGHTS ON
THE BIBLE
- C 2008 THINGS TO
DO WITH FELT

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REVIEWS

INTRO

The TA Team go to work on...



WHAT DOES IT ALL MEAN?

If you're feeling a bit daunted by all the information we've got on offer, don't panic – it's pretty easy to find what you need once you know where it all is...

INFORMATION

This is the place to look for all the essential statistics on the game including release dates, players, publisher/developer and some vital bullet points summing it all up.

COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here; you'll be needing this to make up your own mind...



ALTERNATIVE

Obviously not every game will be to your taste, so if there is a title that might be of interest instead, it'll be outlined right here for you to think about.

2ND OPINIONS

If you're still not 100% sure whether you're going to take one expert's opinion as the final word, you'll find another snippet of advice right here.

THE BREAKDOWN

A game you've been waiting for receives 80%... does that mean it's good or not? We're 100% independent, so you can be sure we'll always be honest and frank! Here's the guide to every rating:

**RATING
90**

90% AND ABOVE

These are Star Games, the ultimate GBA experiences and adventures that well deserve their high price tag. Trust us, you'll love 'em!

**RATING
75**

75% AND ABOVE

If a game falls in this section, then we probably enjoyed it all the way along, but then realised it wasn't worth thirty quid, and lacked extras.

**RATING
50**

50% AND ABOVE

Must try harder, videogame designers! If you're a huge fan of a certain title, and it's got one of these scores, you'll probably buy it anyway.

**RATING
25**

25% AND ABOVE

Ohhh dear, somebody's been drinking when they should be making a playable game! Games this low are probably only going to be bought by maniacs.

**RATING
25**

LESS THAN 25%

It's quite rare that we can hate a game this much, but let us tell you, there have been some evil releases over the last couple of years... These games are satanic.

SIMON PHILLIPS
GROUP EDITOR,
TA, CUBE
FAVOURITE GAME:
Robocop - HA!

GARY ADAMS
STAFF WRITER,
TA
FAVOURITE GAME:
Cekido

JEM ROBERTS
GAMES EDITOR,
TA
FAVOURITE GAME:
Sound of Thunder!

028

100% UNOFFICIAL MEANS 100% UNBIASED MEANS 100% RELIABLE: LOOK WHAT'S INSIDE THIS ISSUE...



DRIVER 2

30 We've waited a long time for criminal action on the GBA – so let's get hot-wiring and joyriding right now! In Videogame terms, obviously...

MR DRILLER 2

34 He's cute, he's Japanese, he drills the blocks with ease, Mr Driller! Mr Driller!

DISNEY'S MAGICAL QUEST

36 Two mice don costumes and look for a dog. Not an everyday occurrence. But then SNES games appearing on the GBA IS an everyday occurrence...

DISNEY'S LILO & STITCH

38 More Disney-inspired frolics, but with a brand new adventure starring Uncle Walt's latest offspring, this is one hot platformer!

CASTLEVANIA 2

44 *Concerto Of The Midnight Sun?* Not the kind of name you'd usually expect for a GBA platformer. But this is no ordinary game...



COLIN MCRAE RALLY 2

54 If you thought that *V-Rally 3* was unbeatable... you may have been right, but not by much! This is one hot title – played and rated!

WORMS WORLD PARTY

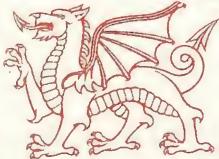
58 One of the games we've been promising you for yonks finally materialises – lock and load, and let's get slicing invertebrates!

FROGGER'S GREAT QUEST

60 Quite an issue for quests this month – and Frogger's is one of the best looking quests we've ever seen! But is the gameplay there? Hmm...

SMUGGLER'S RUN

62 Yay! Even more nefarious vehicle-based antics! Step on the gas – and let's get the bacon delivered, baby!



RUSSELL MURRAY
DEPT. EDITOR,
POWERSTATION
FAVOURITE GAME:
Colin McRae



BYRON WILKINSON
STAFF WRITER
CUBE
FAVOURITE GAME:
Driver 2



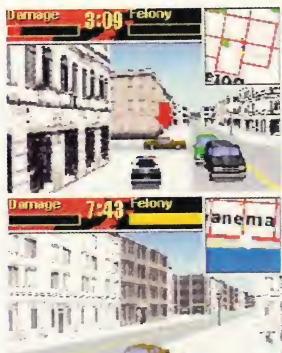
STEPH PEAT
DESIGNER
TA
FAVOURITE GAME:
Frogger's Quest





DID YOU KNOW: IN 1930'S CHICAGO, PINBALL WAS INVENTED!

Take a ride with Tanner as he tells a tale from the city by the lake...



DRIVER 2 ADVANCE



You're an undercover cop playing games with the big boys. Dangerous? You bet!

TOTAL ADVANCE

INFORMATION

DRIVER 2 ADVANCE

PUBLISHER: INFOGAMES

DEVELOPER: SENNARI

PRICE: £29.99

ORIGIN: EUROPE

PLAYERS: 1-4

STATS

- 30 MISSIONS
- STORYTELLING CUT-SCENES
- 4-PLAYER ACTION
- BATTERY BACK-UP
- LOADS OF MINI-GAMES

RELEASE DATE: OUT NOW

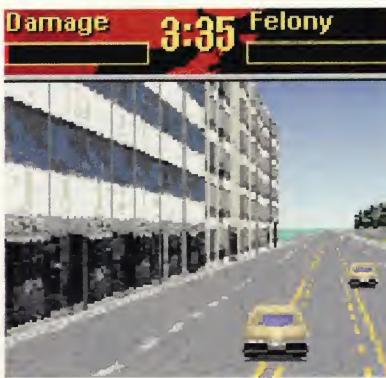
THERE'S

a certain other game in this issue of TOTAL ADVANCE that has a lot in common with *Driver 2 Advance* – collecting and dropping things is a common theme in both of them, and the structure of both revolves around completing tasks. But there's no doubt that the final score has already been noted – so what separates *Driver 2 Advance* from *Smuggler's Run*? We'll get to that later. First here's the real lowdown. A gang war has erupted, and it's up to Tanner the undercover cop (i.e. you) to play the dangerous game of espionage to find out exactly what's going on, and to clean up the mess. To do this you will be required to act as their driver – escort mob bosses around, pick up weapons and drop them off... you're the schmuck, basically. However, what makes *Driver 2 Advance* so brilliant is its setting. The bustling cities of Chicago and Rio De Janeiro are your playgrounds, and not only will you have



FIRST YOU WANT TO KILL ME DON'T LOOK AT THE CAMERA!

Between every major missions you're treated to a series of stills that explain a bit more of the story, *NYPD Blue* style. Stylishly shot with funky camera angles, they are always a pleasure to watch – although you may want to speed up the text scrolling by giving the A button a lil' tap. If only you could do that on *The Bill*!

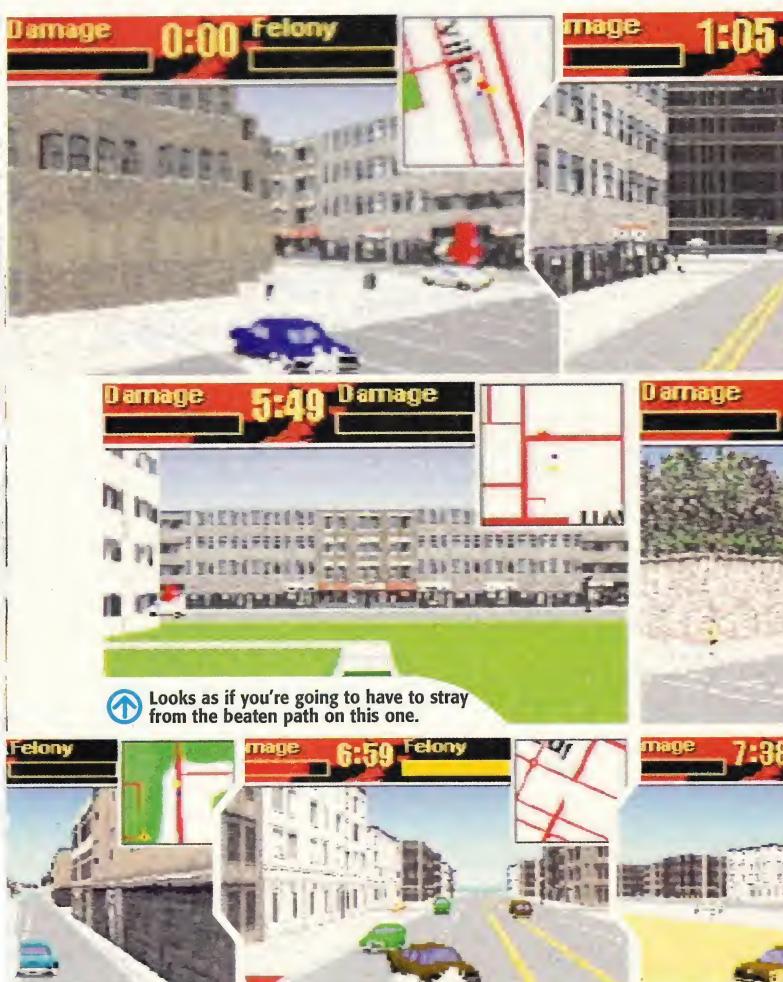


FLAMIN'!

HELL FIRE!

Careful not to bash your ride too much – it may catch on fire! In fact, you might want to bail out and look for another car just before this happens, otherwise you'll have to start the mission again!

THREE'S A CROWD!: If you get bored of the chasing and tailing, then there is always the four player mode to keep you and three other chums amused!



Looks as if you're going to have to stray from the beaten path on this one.

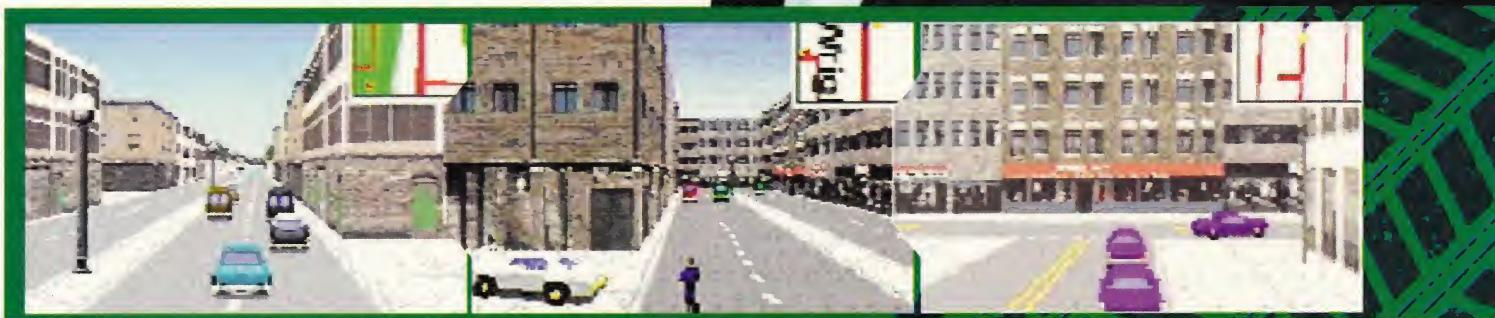


"IT'S THE STORYLINE THAT MAKES DRIVER 2 ADVANCE WHAT IT IS."

to deal with gang members and the police, but the bustling lines of traffic that infest both cities.

These two environments are extremely solid and convincing, and considering the size of them, it's amazing that the developers have managed to pack them in plus the huge array of other features in too!

Aside from the 30 main missions you can go for a ride through the two cities and explore them at your own pace – thus allowing you to learn your way around. This will also come in handy on the Multiplayer modes, not to mention extra missions.



VARIETY IS THE SPICE OF LIFE!

It's not all car chases and weapons, you know. There are occasions when you'll need to be as inconspicuous as possible, and that means obeying traffic laws. If you stay at a slow speed and don't slide around corners, your felony

meter won't rise (as it usually would) and you'll be free to do your job without attracting the attention of the local cops. Of course, on most occasions you'll be under a strict time limit and fast will be the only way to go! Not only

should you be wary of the big black and white cars though – some cars are in fact unmarked police vehicles and will attempt to ram you off the road before you even register what they are. Its always a good idea not to stick to a

freeway or long road – constantly weaving through back roads will not only get followers off your tail, but will also make you unpredictable, and the authorities will have trouble ambushing you. Beat the system!

I GOT 5 ON IT

THERE'S NO PARTY LIKE A GBA PARTY!

There are five games that can be played either with multiple players or on your lonesome. All of your times and scores are saved to memory. The games are as follows...

Damage 0:14 **Damage**



QUICK CHASE

You are set with the task of ramming and destroying a car that weaves in and out of a bustling city. This is great practice for learning how to deal damage out without hurting yourself.



QUICK GETAWAY

You have a car on your tail! See how long you it takes you to lose them.



TRAILBLAZER

Follow the chain of traffic cones and knock them over on the way.

Damage 0:17 **Felony**



CHECKPOINT

Hit every checkpoint placed on a certain route in the quickest time possible.

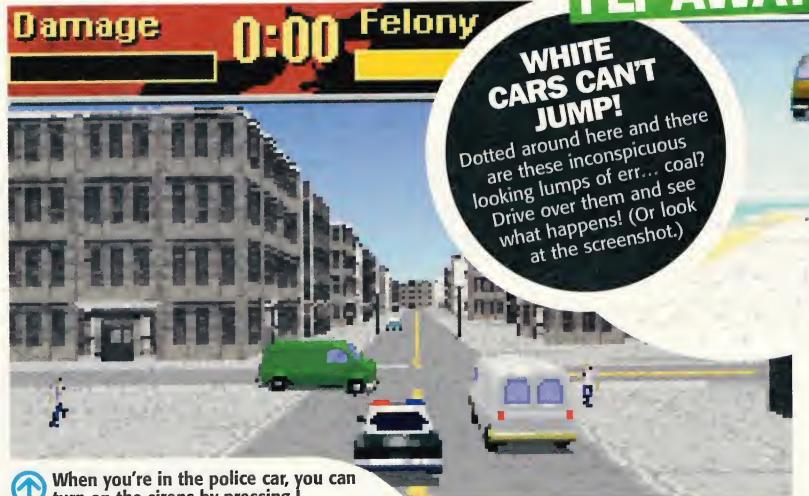
Damage 0:01 **Felony**



SURVIVAL

This is the toughest of the challenges. You start off with your felony meter at its highest point, with a number of police cars chasing you. Try and see how long you can survive for without getting caught.

Damage 0:00 **Felony**



FLY AWAY

WHITE CARS CAN'T JUMP!

Dotted around here and there are these inconspicuous looking lumps of err... coal? Drive over them and see what happens! (Or look at the screenshot.)

When you're in the police car, you can turn on the sirens by pressing L.

COMMENT

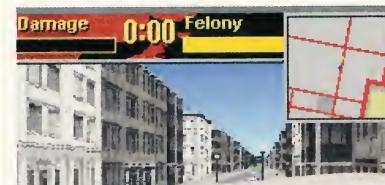
So, how does Driver 2 Advance earn its price tag? Although technically impressive, the visuals do not amaze stylistically – in fact you could say that the colours and textures are pretty drab and boring. However, they do move past at a cracking rate. The sound is straight from the brain of Huggy Bear, and really puts you in the mood for a good old fashioned car chase – and just wait until you go crashing through a load of cheesy cardboard boxes that nobody else seems to be aware of! Stilton at its Royal finest.

It's the storyline that makes *Driver 2 Advance* what it is though. The plot

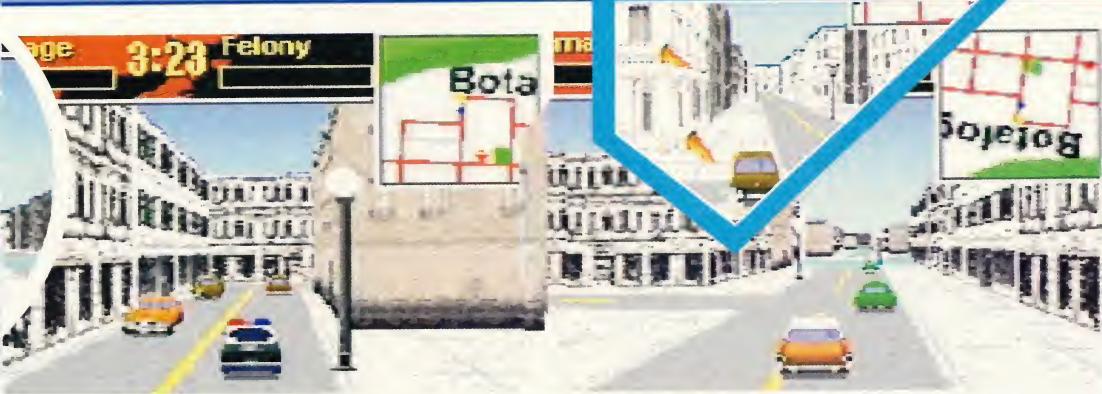
won't be winning any Oscars, but the way that the missions are woven into the beautifully presented cutscenes really draws you into the game, and you actually care about what you are doing.

It also helps that you are never repeating the exact same mission; sometimes you'll start a mission in the middle of a car chase, and other times stealing a police car will be on your agenda.

The other standout point is the civilian traffic. They will wait at junctions, queue in traffic jams, and park alongside buildings. Simple enough algorithms to programme maybe, but it all adds to the



Maybe we should ditch this crime lark and just go relax on the beach.



COMING THROUGH: Traffic cones, deck chairs, boxes and barrels are no problem for your muscle car – drive through the little blighters!

"IT'S A HUGELY ENROSSING GAME THAT IS VARIED AND CHALLENGING ENOUGH TO LAST YOU A WHILE"

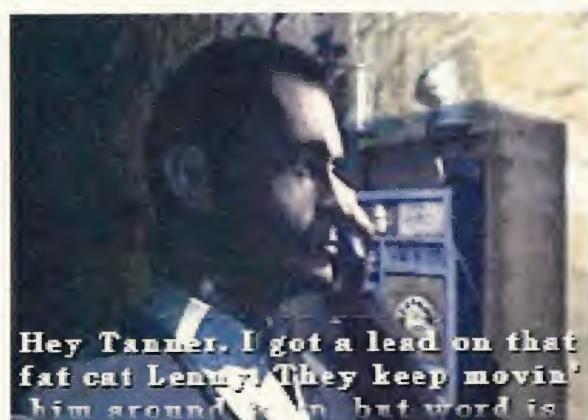
atmosphere of a living, breathing city that you have no place causing trouble in.

But then it ain't all beer and skittles with this title either. There are times when it will be hard to judge your distances properly, and the slow speed that the civilians travel at makes it all the more difficult. Also, the camera will occasionally rush forwards if you get stuck in an alley, making manoeuvring extremely difficult, although this doesn't happen too often.

Ignore these problems any which way – *Driver 2 Advance* is blood-poundingly good fun. The two cities that you play through are absolutely massive, and the layout of them is sufficiently different enough to warrant having the pair. For instance, in Chicago there is a freeway that travels the length of the city, and Rio De Janeiro has a shoreline road that twists and turns precariously near the water. One false move and you're sleeping with the fishes.

So that's the whole story, *Driver 2 Advance* is certainly not pick-up-and-play material, so some types of gamers should be wary. If you have the patience you'll be rewarded with a hugely engrossing game that is both varied and challenging enough to last you a fair while. The creators can be sure it's a job well done.

GARY



Hey Tanner, I got a lead on that fat cat Lenny. They keep movin' him around. I can't be word is



If in doubt, look for the giant red arrow that tells you where to go.

GRAND THEFT AUTO

If you ever want to get out of your current vehicle, just slow it down and jump out by pressing L + Up. If you then come across any other parked cars while on foot, you can just steal them! Other tactics can come into use, too. While driving a vehicle, you can always slide in front of another to cause an accident, hop out and take another car – always useful if you want speed and you're stuck in a pick-up!

VERDICT

CHOCK-FULL OF MISSIONS AND MINI-GAMES, THIS IS ONE GAME GBA OWNERS CAN'T DO WITHOUT!

DRIVER 2 ADVANCE



VISUALS

The solid and convincing engine is let down somewhat by drab colours and textures.



AUDIO

Cheesy soundtrack complements the theme perfectly, and really gets you in the mood!



GAMEPLAY

Can sometimes be a tad frustrating, but by and large it's great fun and very engrossing.



LIFESPAN

30 missions to trawl through, a four player mode and lots of mini-games! There's plenty to do here!



ORIGINALITY

It's been done before certainly, but not on the Game Boy Advance.

ALTERNATIVE

SMUGGLER'S RUN



It's fast, the areas are huge and there are loads of missions. But *Smuggler's Run* suffers from a lack of variety, or indeed, excitement.

OPINION

OH MY GOD! "How the hell did they manage to squeeze this game onto the minuscule GBA cart! The shots don't do it justice – this looks good, and plays great! Free play alone is a joy to behold. In short, this is felonious, tyre-screching action like we could only have dreamt of – beat this, *GTA3*!" JEM

FINAL SCORE

92

A FAST-PACED PLOT AND LOTS OF ACTION MAKE THIS GAME A WINNER.

Down, down, deeper
and down... This looks
like a job for Mr. Driller!



MR DRILLER 2

TOTAL ADVANCE

INFORMATION

MR DRILLER 2

PUBLISHER: NAMCO

DEVELOPER: IN-HOUSE

PRICE: £29.99

ORIGIN: JAPAN

PLAYERS: 1-2

STATS

■ 2 PLAYER DRILLER ACTION

■ NEW FEMALE DRILLER!

■ LOADS OF MODES

■ COLLECT DRILLER CARDS

RELEASE DATE: 4TH OCTOBER

Namco's top puzzle game finally sees a Western release on the GBA! All puzzle fans should be drooling like Alsatians...



It's the simplicity of the gameplay that's the strength in *Mr. Driller*.

NAMCO

may be famous for the 3D fighting games *Soul Calibur* and *Tekken* and their *Ace Combat* series, but to us their star franchise has to be *Mr. Driller*! Endearing characters, a bizarre storyline and Japanese art direction makes for an unmistakable game. The aim is simple – drill to the bottom of a big stack of candy-coloured blocks – but as ever with this type of game, you should never take things at face value.

Being underground, air is in short supply so you need track down air canisters. Usually they are holed up in evil brown blocks that take away 20% of your air, so the only way to get to them is to drill underneath, cause a 'chain' and run out of the



BREATHE!

AIR HEAD!

Watch out for those air canisters! In the face of all those evil blocks it's very easy to forget about the stuff of life, and if you do so, then you could meet a very unpleasant end!



TOPSY TURVY

MY EYES ARE SPINNING!

On some time attack courses you will come across strange blocks that upon drilling, manipulate the course in 3D! Mr. Driller will tumble around when this happens, and he's rather hard to control while airborne. These sections are the sort that you will not clear first time – you need to memorise what does what to figure out the best route.



'GEE-BEE' INTRODUCED IN 1978.



GERMAN BEAUTY: The introduction of a Ms. Driller is a big one. Who knows – maybe Mr. Driller might have to drop that pink romper-suit of his in order to impress?



way. This is when a stack of blocks of the same colour make contact and they both cancel each other out.

Not only is this technique useful for this purpose – it will save your skin countless times during play.

As for features, well *Mr. Driller 2* has plenty of those too. Aside from the more conventional endless mode where you choose how many lives you start with and see how far down you can get, there is the main game which consists of three levels, each one harder than the other in which completion reveals a portion of storyline, a challenge mode which sees you completing courses within a set time limit and a funky two player mode!

There are also cards to collect – completing certain challenges such as earning a driller badge on the first level will earn you one. Each card contains titbits of information on the characters you encounter, storyline info and more.

Presentation is as slick as you'd expect from the boys at Namco, with swish menus and a suitably wacky introduction that will leave you smiling. Sound is also crystal clear, and the sampled speech is well entertaining and of high quality.

With all of these features *Mr. Driller* nuts should snap this up without a doubt – it expands on the proven gameplay only a little but for fans it's essential. However, if you've already got a *Mr. Driller* title then it may be worth checking it out before parting with any cash – there is little here that separates it from the past games. For this the score is lowered slightly – fans and newcomers should slap on another 10% to the final score.

GARY

CARTOON CAPERS

IT WAS JUST ANOTHER NORMAL MONDAY MORNING FOR OUR HERO...

There's a pretty cutesy but still giggle-worthy introduction to set the scene of the game. The movie rights can't be far from sold!



FORGET ABOUT T.T!

A LITTLE CHALLENGE GOES A LONG WAY

The challenge mode is fiendishly addictive. You are given a course, and you have to get to the bottom of it in say, 16 seconds. Problem is of course is that it can take up to three minutes to do any one course! Add in the fact that you only have one life before game over and you really understand the challenge. How to get past that pesky timer though? Luckily for Mr. Driller, dotted around the courses are little stop-watches that take off two seconds of your current time upon contact. Typically, to break the time limit, more or less every single stop-watch has to be collected, and the placement of each one can be extremely fiendish to say the least!



VERDICT

A FAST PACED PUZZLE GAME THAT GETS THE PULSE RACING!

MR DRILLER 2

VISUALS

The colour and vibrancy in the graphics is an absolute pleasure to see.

AUDIO

The catchy music, clear speech samples and crazy effects makes you block out the rest of the world!

GAMEPLAY

Worryingly addictive fun can only be a good thing. You'll be up until 3am clearing those challenge stages.

LIFESPAN

Mr. Driller 2 with 3 1-Player modes and a 2-Player mode is all you need for your GBA!

ORIGINALITY

The game still seems as fresh and new as it did in 1999.

ALTERNATIVE

DENKI BLOCKS

Fantastic puzzle game that's set early on the GBA timeline. Not so much an alternative as a perfect compliment to *Mr. Driller 2*, though.

OPINION

YAAIEEE! "Mr Driller 2 is absolutely bursting with colourful, cutesy Japanese action, bizarre ideas and, best of all, a plethora of extras. But there's not much you can do with the central idea when it's been established, so you'd have to be a few bits short of a drill to buy this if you've got *Mr Driller* one!"

JEM

FINAL SCORE

85

IF YOU'VE NEVER PLAYED MR. DRILLER BEFORE THEN BUY, BUY, BUY. OWNERS OF THE ORIGINAL – TREAD WITH CAUTION



It's a small game after all!



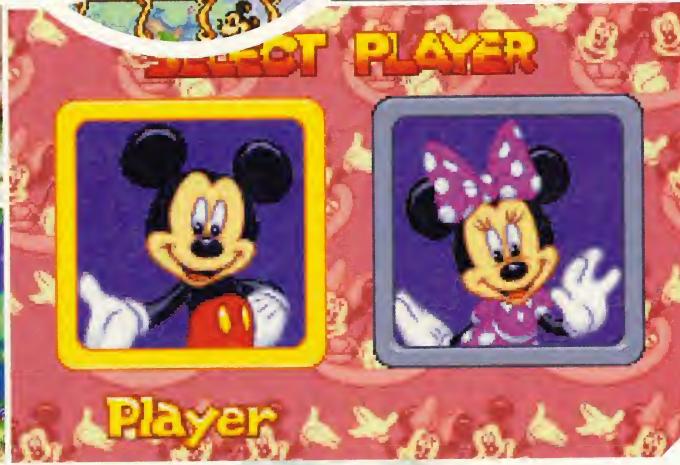
LET RIP!

FLYING TOMATOES

These fruit hold the secret to many hard to reach areas. You pick them off the vine, and press A to let them rip. Then quickly grab them while they zoom into the sky!



Where is Mickey storing all this water?
Oh yeah – it's a videogame...



DISNEY'S MAGICAL QUEST

TOTAL ADVANCE

INFORMATION

DISNEY'S MAGICAL QUEST

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

PRICE: £29.99

ORIGIN: US

PLAYERS: 1-2

STATS

■ CLASSIC SNES TITLE

■ ONE CART LINK-UP

■ FOUR MINI-GAMES

■ LINK TO GAMECUBE

RELEASE DATE: OUT NOW

"ONCE AGAIN
NASTY PETE
IS THE VILLAIN,
PINCHING
POOR OLD
PLUTO FROM
RIGHT UNDER
MICKEY'S
NOSE."

Nintendo dust down another early Nineties classic, and we all grumble a bit, and then enjoy the game...

A MAN WALKS into Nintendo Headquarters. "Hello, I'd like to buy a GBA game please!" The managing director turns to him with a smile. "Of course, our groundbreaking 21st Century handheld console. What would you like to play?" "Well, I don't know. Something with a great central character, lots of action and fun. And preferably new." So the old Japanese guy goes down to the basement, and drags up an ancient SNES cart, thick with dust. He quickly cleans it up, puts it in a brown envelope, and hands it to the dumbfounded customer. "Thirty pounds please!" Well, would you go there for a

game again?

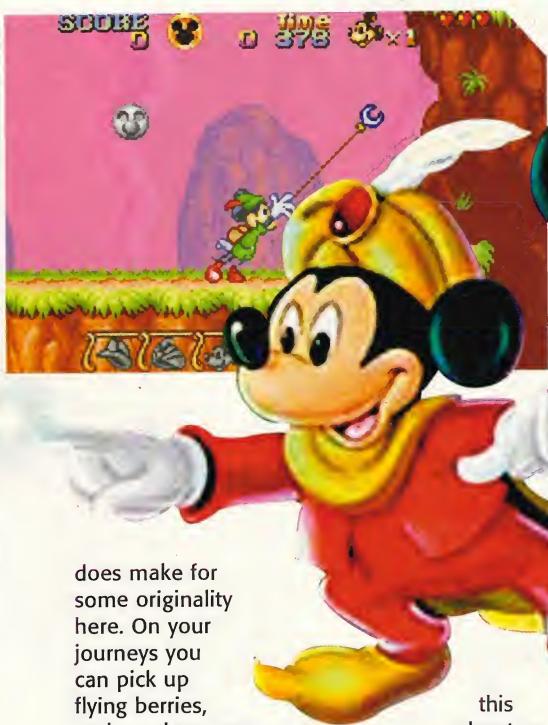
It's a shame that Nintendo saw fit to re-release *Mickey's Magical Quest*, as we had very fond memories of the game first time round, and it hasn't stood the test of time terribly well, sadly.

Once again Nasty Pete has been rolled out to act as the villain, pinching poor old Pluto from right under Mickey's nose, and now the ageing rodent and his equally squeaky girlfriend are duty bound to travel through six levels of platform fun to get the chipmunk-baiting pooch back.

There are quite a few aspects for the gameplay which have never really been repeated, which



KILL THE DOGS: ...or whatever they are! It's quite simple to thrash your enemies – it's the old triple jump on their head, or smash something in their face!



does make for some originality here. On your journeys you can pick up flying berries, and need to grasp onto them (or chickens, or doors) to explore all the higher areas. Another great aspect is the choice of costume that the Mice must don in order to get through certain areas – Mountaineer gear for swinging up steep areas, Fireman suits to put out conflagrations and hose down secret blocks, and magician outfits to zap enemies. Accessible via the R and L buttons, these are a great part of the adventure, but don't really require any experimentation – you use them in the obvious areas, and that's it.

Shrinking this game onto the Game Boy Advance has done Nintendo no favours, sadly. The GBA screen is too restrictive for

this adventure, and has made a lot of jumps impossible to judge. The insertion of Minnie was presumably supposed to add value for money, but it's a pointless option. So they added four mini-games, each containing an area themed to each costume. But although it's a single gamepak link-up, it will only last a few races before you get tired of these areas, not least because you need to restart the experience after every challenge.

The game itself is still a really enjoyable romp, but that doesn't stop this being possibly the most lacklustre Nintendo release to date – the 'Magical' is ironic, surely?

JEM



THROUGH THE LOOKING GLASS

One final aspect added to this SNES conversion is the option to link up to *Disney's Magical Mirror* on the GameCube and... move things about a bit in it. But is it worth your while? Here's what our sister mag *Cube* think of the whole affair...

"According to the plot, Mickey has been trapped in a dream world inside his bedroom mirror by a rather naughty ghost – you've got to help him escape by collecting various pieces of the broken

mirror and putting it back together. There's an entire world to explore with your pointy finger, all of it crafted in absolutely wonderful clarity... it's certainly one of the most beautiful games to have appeared on the GameCube yet. However, we all know that amazing graphics aren't everything and unfortunately, the game pretty much plummets downhill from here..."

You see, this is quite clearly a game for children. And to make matters worse, it's

not even a very tough kids game; the point 'n' click aspect means that all you have to do is wave the glove around until something reacts to it, then activate whatever's there to move on. You don't even have to finish the game properly to reach the end, as you can escape the mirror without collecting all the pieces. What's the point of that? Good lord, Nintendo... what on earth are you playing at?"

VERDICT

⊕ A CLASSIC PLATFORMER, OFFERING NO REAL VALUE FOR MONEY ON THE GBA.

DISNEY'S MAGICAL QUEST

VISUALS

Always was a looker, this adventure, and there's been no loss of sparkle in miniaturisation.

AUDIO

Typical wondrous Disney tunes and cartoonish SFX, but nowt amazing.

GAMEPLAY

It's a really fun mission, but it's a short one too! Only for starry eyed SNES owners.

LIFESPAN

The link-up options at least show that they're trying, but you'll be sick of them after a few goes.

ORIGINALITY

It's a shame that one of the GameCube linked titles should be so... uninspiring.

ALTERNATIVE

RAYMAN ADVANCE

Rayman's semi-3D worlds could be said to owe a lot to this game design. But Mickey's less annoying than Rayman.



OPINION

FAIR DO'S! "If it's Disney resurrections, we want to know where *Quackshot* is! It was a far more enjoyable romp than this one. In fact, you could probably get both games on a GBA cart – this is an empty challenge."

BYRON

FINAL SCORE

80

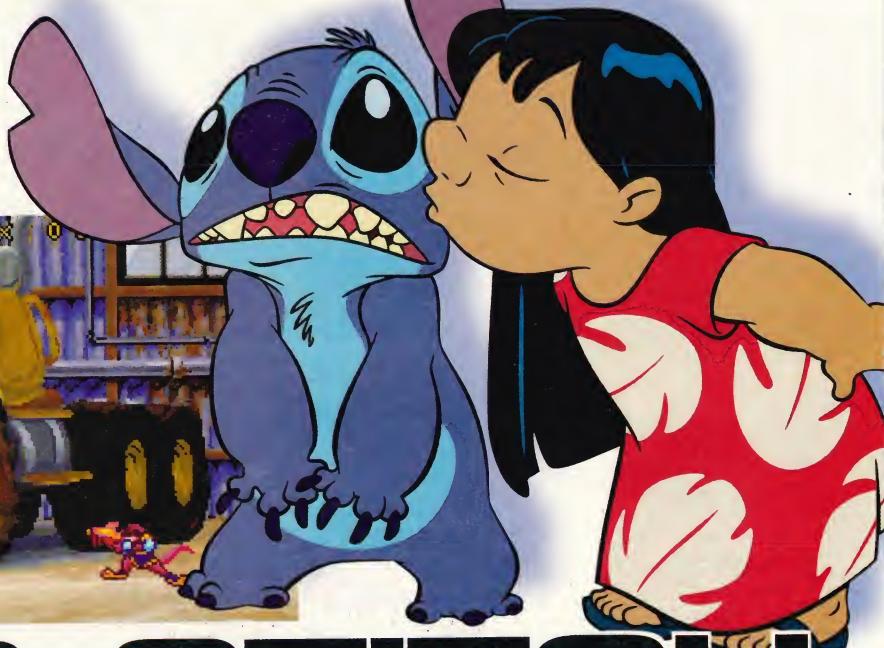
THEY'VE TRIED TO ADD EXTRA VALUE TO THIS OLD ROMP, BUT UNLIKE SUPER MARIO LAND, THERE'S NOT ENOUGH IN THE ORIGINAL ADVENTURE TO MAKE THIS WORTHWHILE.

ADVANCE REVIEWS

DISNEY'S LILO & STITCH

DID YOU KNOW: ELVIS AND RICHARD NIXON CONSPIRED TO

A little less conversation, a little more action, baby!



DISNEY'S

LILO & STITCH

TOTAL ADVANCE

INFORMATION

DISNEY'S LILO & STITCH

PUBLISHER: UBI SOFT

DEVELOPER: DIGITAL ECLIPSE

PRICE: £29.99

ORIGIN: US

PLAYERS: 1

STATS

■ PLAY AS LILO AND STITCH

■ DIFFERENT GAME MODES

■ BASED ON THE DISNEY MOVIE

RELEASE DATE: OUT NOW



↑ Six legs must be faster than two, yet Stitch cadges a lift, the lazy blue alien!



HEY! WHERE ARE YOU TAKING ME?
LET ME GO!
STITCH! HELP!

BUBBLE!

SOFTLY, SOFTLY

It took us a while to work out just how subtle Lilo can be – the only way to get past these alien guards is to tiptoe gently across – any other way, you'll be in a bubble in a millisecond!



COLOURFUL

handheld platformers based on feature length Disney cartoons have traditionally been the kind of games you'd cross a live railway line to avoid, as we're tired of repeating. They usually pop up a couple of times a year, replete with tiresome password system, side-scrolling clichés and complete absence of Link-up options or any bonuses. *Lilo & Stitch* is no different to this description in almost any degree. So why is it so damn GOOD?

The plot of the game picks up from the very end of the movie, which should get Stitch fans salivating already. The little Hawaiian girl Lilo and her cuddly killing-machine alien chum Stitch are reunited at last, and all is hunk-dory. Until Bounty Hunter Bob returns and snatches away poor wee Lilo before you can say "Leave the little Hawaiian girl alone, she hasn't done anything, honestly". So, of course it's up to Stitch to heroically leap into his spaceship and set off in search of her.

Hence the spacemonkey-baiting action of the first level. The sheer quick-shot pace of Stitch's sections mark this adventure out right from the off as a far more involving Disney game that we're used to. The little Koala-faced freak can shoot in every direction, and you're going to have to learn to be quick on the draw to get anywhere. Legions of aliens are on stand-by to finish you off, so there's plenty of ducking and diving to be done, but great bonuses hidden inside exploding crates and in high-up areas. Plus, a lot of game objects are interactive, so once you've shot down a ship, you can pick it up and throw it at the enemy, not to mention the exploding pineapples that can make the difference between failure and success! Then, just when you realise you're having fun, the game changes,

KEEP THE BEATLES OUT OF THE USA.



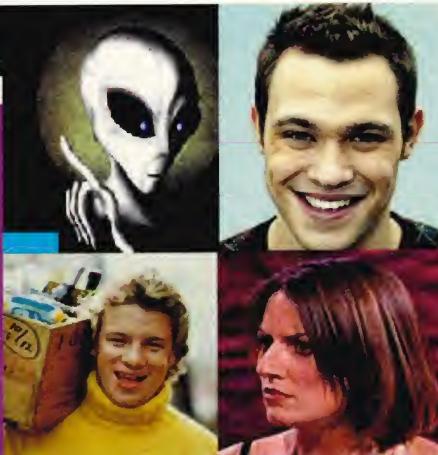
ALIENS: CRAZY, AIN'T THEY?

A STUDY BY PROF. SPLEEGLE ZIXTITT

Take a look at the four pictures on the right and see if you can tell which is the odd one out... Time's up! The odd one out is number one, as it's a drawing. The others are all aliens.

Some people claim that UFOs and aliens were a concept invented by the American government during WWII as a way to scare rednecks, and revitalise the B-Movie industry. But 'aliens' (from the Latin, meaning literally 'Little green men with long fingers and that') have been with us for centuries. And, as you can see from the genuine examples on the right, the main characteristic of these intergalactic pikeys is a tendency to be extremely irritating, using their extra-terrestrial powers to gain success and drive the human race mad with their incessant bleating. I have proof of all of this of course. But I left it at home.

Professor Zixtitt is appearing in 'Jail' in Southend-on-Sea.



and you're in the middle of a 3D spaceship flight, with more super-fast shoot-'em-up action. Get through that, and you're on a distant spaceship, controlling Lilo this time, as she weaves through a brilliantly puzzling *Metal Gear Solid*-style escape... mainly travelling across the ceiling.

Each successive level takes you to a new place, with new moves to master and puzzles to solve, as well as a finely designed collection of boss battles

(we still haven't been able to waste the final boss!). The pessimist in us kept thinking 'Well, this has got to be the last bit now', only to be proved wrong throughout. Okay, so we're still stuck with crap passwords and not even a difficulty level to boost lastability, but if the movie was a hit with you, then this perfect platformer is one spin-off that's worth shelling out for.

JEM



VIDEODROME

Never has a movie director been more aptly named than Alex Cox – because he really loves apples of course, what did you think?



On your way throughout the game there are ten hidden pictures to collect, and videos to be rewarded after some sections. These are traditional bonuses on Disney games. (Well, they had it on *Return To Neverland* anyway!) but don't really add that much value to the cart, unfortunately. There are four videos to collect, one of which is the introduction, and the others are each literally five or six seconds long. The pictures are harder to collect and there are more of them, but as you can't trade them or print them, you'd be better off buying a *Lilo & Stitch* book. Still, as usual, it has to be said – it's better than nothing!

"EACH SUCCESSIVE LEVEL TAKES YOU TO A NEW PLACE, WITH NEW MOVES TO MASTER AND PUZZLES TO SOLVE"

I HAVE THE POWER! You wouldn't think a little E.T. like Stitch could lift so much, but crashed machines and boxes are perfect missiles for getting rid of pesky monkeys!

VERDICT

ONE OF THE BEST BASIC PLATFORMERS WITH A MOVIE TIE-IN THAT MONEY CAN BUY.

DISNEY'S LILO & STITCH

VISUALS

Superb throughout – the sprites are detailed and sophisticated, although the videos are glitchy.

AUDIO

They don't sound like Elvis tunes to us, which kind of defeats the whole purpose. But SFX are fine.

GAMPLAY

You never know what's waiting just around the corner, which is a serious novelty these days.

LIFESPAN

A hair-bleaching challenge, and there are some great secrets. But it's just one adventure, remember.

ORIGINALITY

There's hardly an original aspect, but it's the top-draw mix of styles that makes this a winner.

ALTERNATIVE

PINKY & THE BRAIN: THE MASTERPLAN

A similarly sophisticated platform adventure tie-in, this time from



Warner Bros, full of great classic platform clichés and a few surprises.

OPINION

HOUND DOG! "Now this is the reason I bought a GBA! The PSone game was fab, as is this, but steer clear of the PlayStation2 version – our sister mag P2 only gave it 5 out of 10. Would've been even nicer with some actual Elvis tunes from the movie though!"

MATT

FINAL SCORE

89

AN ADVENTURE THAT'S TRULY OUT OF THIS WORLD – A PLATFORM DELIGHT & A TREAT FOR MOVIE FANS TOO!

Time to take a history lesson young gamers...

TOTAL ADVANCE	
INFORMATION	
GEKIDO: KINTARO'S REVENGE	
PUBLISHER:	ZOO DIGITAL
DEVELOPER:	NAPS TEAM
PRICE:	£29.99
ORIGIN:	ITALY
PLAYERS:	1
STATS	
■ SCROLLING BEATER	
■ PUZZLE SOLVING ASPECTS	
■ ONLY ON GBA	
■ SEQUEL TO PSONE GAME	
RELEASE DATE:	OUT NOW



You might be outnumbered but with a few deft kicks you'll come out on top.

GEKIDO: KINTARO'S REVENGE



Bad translation possibly, but game plays okay for sure yes!

SCROLLING

beat 'em ups are a strange breed. When you think about it, all you're doing is walking in a straight line doing the same moves over and over again on a horde of enemies that all look very similar. But for some reason, they

have to be the most compulsive games out there. Being just one man against an entire army gives you a feeling of power, and the promise of stranger backgrounds with more diverse enemies are good enough reasons to carry on playing.

Unfortunately, these days it's rare for a game of this genre to be released. This is changing though, with the GBA being home to *Final Fight One* and *Power Rangers: Time Force* among others. The creator of *Street Fighter II* once stated that the

secret of fighting game design is in the animation; the way that your button presses translate into on-screen action, and playing the latest scroller on the GBA – *Gekido: Kintaro's Revenge* you'll believe him. Tetsuo, your main character walks menacingly, and his completely over-the-top kicks and punches are a thrill to watch. The backdrops are also marvellous and the ancient Japanese feel is complimented perfectly with a slow and unsettling score. Whenever you are ambushed, this is quickly replaced with an adrenaline-inducing rush of beats; you'll find yourself dragon-punching in rhythm to the music.

The adventure aspects that the developers boast about are simple affairs. At one point you will crack a statue into pieces, revealing a ladder that leads to a cavern. But without a lamp, Tetsuo will refuse to go down. A typical scenario that is straightforward enough, but it does break up the action somewhat.

Although the controls are easy enough, there are a few small issues that prevent *Gekido: Kintaro's Revenge* from reaching the upper epoch of GBA gaming. Namely, after performing a jump (by pressing R) you will understandably want to get kicking again. However, if you keep the R button pressed down, Tetsuo won't react. In hectic situations this can get confusing. Also, if you floor an enemy and they get back up again, they will

THE BACKCROPS ARE MARVELLOUS AND THE ANCIENT JAPANESE FEEL IS COMPLIMENTED PERFECTLY WITH A SLOW AND UNSETTLING SCORE

MADE AN APPEARANCE ON THE PSONE IN A 3D GUISE.



have the advantage. It's also difficult to judge the plain that projectiles are on.

These problems can be lived with though – and it's worth it. *Gekido: Kintaro's Revenge* is a fantastic – if slightly tough – game that all scrolling beat 'em up fans should play.

GARY



SEAMS LIKE SOUPER POW-ER HERE IS!

Gekido: Kintaro's Revenge has to have the funniest translation ever. No simple phrase is safe – check out some of the screenshots!



KICK-START THAT METER!

Tetsuo has a super special power move that knocks every enemy on the screen over in one hit. It may not take off too much health, but it gives you time to work out the best position to be in.

This special move can be done at any time, but unless your meter that is situated to the right of your health bar is powered-up fully (this power increases with every punch or kick you make) it will also deduct energy off of you. Sometimes you'll be in a situation where you simply can't take the risk of powering-up and will have to gamble with your energy in order to come out from a scuffle victorious.



EVIL TWINS: Later on these bosses make an appearance as normal enemies! (although slightly cut-down.) They can call on rocks to hurt you.



VERDICT

TOUGH BRAWLER THAT SETS YOU AGAINST A SEEMINGLY ENDLESS HORDE OF FOES.

GEKIDO: KINTARO'S REVENGE

VISUALS

Huge sprites with loads of detail, animated smoothly. The backdrops never feel repetitive either.

AUDIO

The music gets you pumping, but the tunes never change throughout the game. You'll tire of them eventually.

GAMEPLAY

It's extremely difficult, but you'll be itching to try once more, and perfect the stages.

LIFESPAN

It's a massive and challenging game – it'll be a long time before you tire of this.

ORIGINALITY

There are only a few games like this on the GBA, and this is one of the better ones.

ALTERNATIVE

FINAL FIGHT ONE.

It may be older than the hills, but it's also one of the best scrollers available. If you've not got this, then you should hang your head in shame!

OPINION

SQUEAK! "Well Gary says that there are few games like this on the GBA – I can't think of any quite like it! It's like *Double Dragon*, but with a level of interactivity and problem solving I've never seen in a beat-'em-up before. The difficulty does however make this one for serious gamers!"

JEM

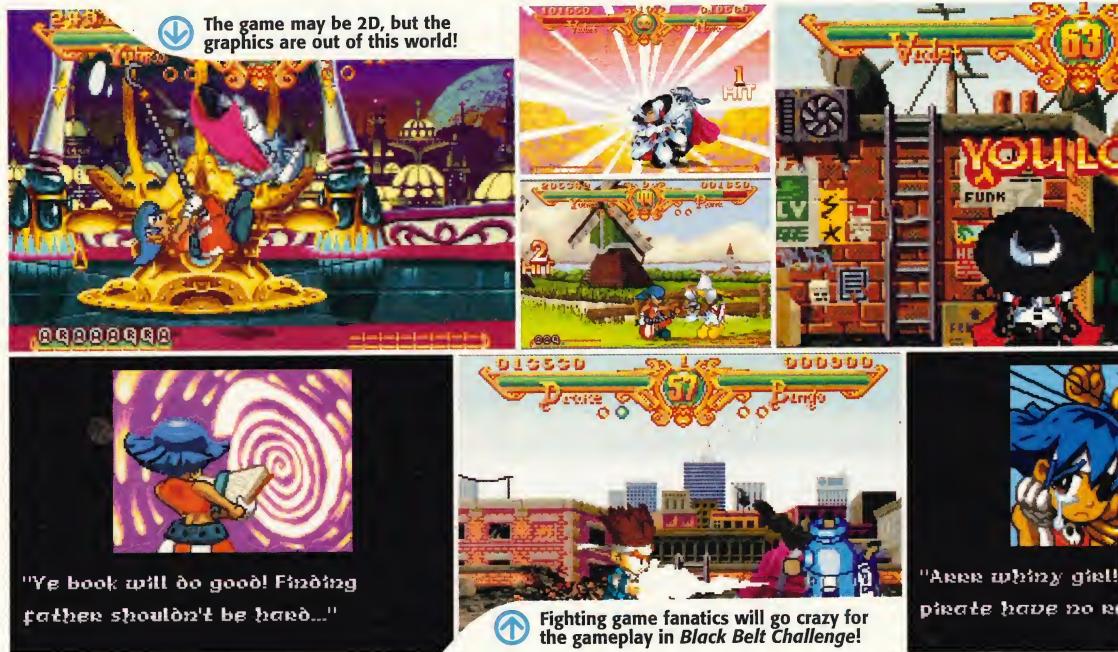
FINAL SCORE

89

JUST LIKE AN OLD SCROLLER SHOULD BE – TOUGH AND UNFORGIVING, BUT NEVER UNFAIR.

Move over Capcom! Shift it SNK! There's a new boy in town...

TOTAL ADVANCE	
INFORMATION	
BLACK BELT CHALLENGE	
PUBLISHER:	XICAT INTERACTIVE
DEVELOPER:	LOST BOYS GAMES
PRICE:	£29.99
ORIGIN:	EUROPE
PLAYERS:	1-2
STATS	
■ 5 PLAY MODES	
■ 11 CHARACTERS	
■ BATTERY BACK-UP	
■ ONLY ON GBA	
RELEASE DATE:	OUT NOW



AS PEOPLE

get to grips with the Game Boy Advance hardware, expect to see more titles looking like this. Instead of the slightly souped-up SNES graphics we are used to, *Black Belt Challenge* offers visuals that wouldn't look out of place on next-gen consoles. The backgrounds and characters are awash with colours and style, and everything animates beautifully. The music, too, is an aural pleasure with tunes that suit the super-deformed-art style perfectly. There is a lesson to be learned here though; presentation is everything, as it's easy to be detracted from the slightly lacking gameplay by these sensual delights.

To put it in layman's terms, this game is simple. Now, this isn't exactly a bad thing – it means that beginners can easily get to grips with the controls and have a blast playing, and two player games are always fun, but the lone fighter who wants to delve deeply and discover all of the moves and combo opportunities will be left disappointed. There are only a few basic

moves per character, each performed in much the same way, plus the odd special over-the-top super-move. While a limited number of moves is certainly no crime, what moves there are lack flexibility and you won't be experimenting with your own particular style or trying new move combinations.

This is a shame, because the style and mood set by *Black Belt Challenge* is very similar to Capcom's *Darkstalkers* series which has one of the more involving fighting systems in 2D fighters.

If you're new to the fighting genre, or just fancy something that bases itself more on pure fun than complex mechanics, then you could do a lot worse than *Black Belt Challenge*. There is plenty of life in it due to the extensive challenge mode and there are plenty of characters to play through. Although their attack patterns are executed in much the same manner, others are faster than some, and it's always worth seeing the chortle-type backstories for each character upon completion of the arcade mode.

As it is, we can't help but feel that if *Black Belt Challenge* wasn't so good looking it would have been passed over as just another pee-easy beat-'em-up on the Game Boy Advance. But for good simple fun it's worth checking out. And those graphics are marvellous.

GARY



BLACK BELT CHALLENGE

The roster of fighting games on the Game Boy Advance is about to become even fatter with this latest offering...





"BLACK BELT CHALLENGE OFFERS VISUALS THAT WOULDN'T LOOK OUT OF PLACE ON NEXT-GEN CONSOLES"

THE LOST SCROLLS

With a not-so-massive total of two face buttons and two shoulder buttons, the Game Boy Advance has a surprisingly large amount of fighters available on it, with yet more to follow. There is also a healthy amount of scrolling beat-'em-ups, a beloved genre thought to have been left behind with the 16-bit systems. The best ones include the likes of *King of Fighters: Neoblood*, *Super Street Fighter II Turbo Revival*, and *Final Fight One*. Other less desirable games are also around such as *Power Rangers*. Look out for upcoming titles such as *Street Fighter Alpha 3* and *Gekido Advance* – reviewed this issue in fact!



THE LOST SCROLLS

ART ATTACK

Fed up with the normal arcade fighting that makes up the bulk of the game? Come take a look at the challenge mode, which sees you having to complete a task in a round or so of fighting. Scuffling with an invisible foe, fights where you can only kick your opponent down, and survival rounds are among the many tasks which you have to finish, and doing so earns you coins. You can spend these on pieces of art, and the cost for each art piece ranges from 20 coins to 600. This is an interesting addition to the game that will certainly help to add some longevity to what would otherwise be a simple beat-'em-up.



ART ATTACK

VERDICT

⊕ AN ORIGINAL LOOK, GREAT GRAPHICS, BUT SIMPLISTIC GAMEPLAY. ONE FOR THE TIDDERS?

BLACK BELT CHALLENGE



VISUALS

Probably the nicest 2D art seen on the Game Boy Advance so far.



AUDIO

The tunes compliment the visuals perfectly.



GAMEPLAY

Fun for fighting newbies and great in two-player, but unfortunately, sorely lacking in any depth.



LIFESPAN

The challenge mode will take you forever, and the survival and two player modes add longevity.



ORIGINALITY

Well... it's a 2D fighter so there won't be any high scores here.

ALTERNATIVE

SUPER STREET FIGHTER II TURBO REVIVAL



The classic Capcom coin-op in the palm of your hands! Does life get much better...? Nah!

OPINION

TOO EASY! "This game is so offensively easy it's like a Fisher Price fighting game. And what's wrong with that? Graphic-fanatics should buy this just for the lush design, but everyone can enjoy these scraps!"

JEM

FINAL SCORE

80

GOOD SIMPLE FUN HAS NEVER BEEN A BAD THING, BUT MORE SUBSTANCE IS ALWAYS NICE.



Konami go batty on the GBA once again!

'TILL YOU DROP!

CO-OPERATIVE PIONEER

Watch out for this merchant. Swallowed by a ghostly fog, he now sells potions to foolhardy adventurers like yourself.

do you have a sh
lace like this?



Welcome to the Carpathians. I have been expecting you. Sleep well...

THE GAME

Boy Advance launch was a rousing success, partly due to the inevitable hype, but mostly because of the selection of software available from day one. Variety was the key and also the return of some beloved franchises. *Castlevania* was one of these. A sprawling adventure that was let down severely by the muddy visuals. All too often it was hard to tell if that dark smudge was a crack in the wall or a bloodthirsty bat. Happily for fans, Konami listened to these complaints, and the result is *Castlevania: Harmony of Dissonance*.

As with most sequels, there are as many let-downs as there are improvements. Let's get the bad news out of the way to begin with. Firstly, your character can dash using the L + R buttons, but jumping after doing this does not extend your jump in any way. Doesn't sound like a big deal, but it feels clumsy if you're used to Mario. The other problem is the music – it's terrible. Although the developers say that they had to sacrifice quality sound for quality graphics, we don't remember them saying that they had to sacrifice quality composition too. Tuneless droning that grates on and on will quickly have you reaching for your volume control.

But these points are worth ignoring, or at least living with, as what we have here is a massively

TOTAL ADVANCE

INFORMATION

CASTLEVANIA: HARMONY OF DISSONANCE

PUBLISHER: KONAMI

DEVELOPER: IN-HOUSE

PRICE: £29.99

ORIGIN: JAPAN

PLAYERS: 1

STATS

- 2 MASSIVE CASTLES
- MIX AND MATCH SPELLS
- TWISTING STORYLINE

RELEASE DATE: SEPTEMBER

"THE FEELING OF SATISFACTION WHEN EVERYTHING LOCKS TOGETHER LIKE A GIANT JIGSAW PUZZLE IS ENORMOUS"

CASTLEVANIA HARMONY OF DISSONANCE

MAX POWER: Every time you meet Maxim in the castle, he appears to be more and more paranoid and certain that you are after him. What's this all about...?



improved adventure. The graphics are a lot brighter and cleaner, making navigation around the two gigantic castles a cinch, and not nearly as frustrating as before. They also positively drip with atmosphere. Rippling curtains, thick green carpets and crumbling battlements among other visual delights give out a broody, sulky feeling. The mood is perfect. It's not just the backgrounds that impress either. The character animation doesn't have that choppiness to it that was so evident in *Circle of the Moon*, everything is a lot more convincing.

The Metroid-style gameplay works well – it's just a shame that so much emphasis is put on discovering new items to gain access to certain areas of the castle, rather than true exploration and discovering of secrets, which was always a big part of earlier *Castlevania* games. That said, the feeling of satisfaction when everything locks together like a giant jigsaw puzzle is enormous.

Despite its flaws, this is a fantastic slice of gaming, and any fans of *Circle of the Moon* should give this purchase some serious thought. Say 'toddle-pip' to the light-hearted, for the Dark Lord awaits...

GARY



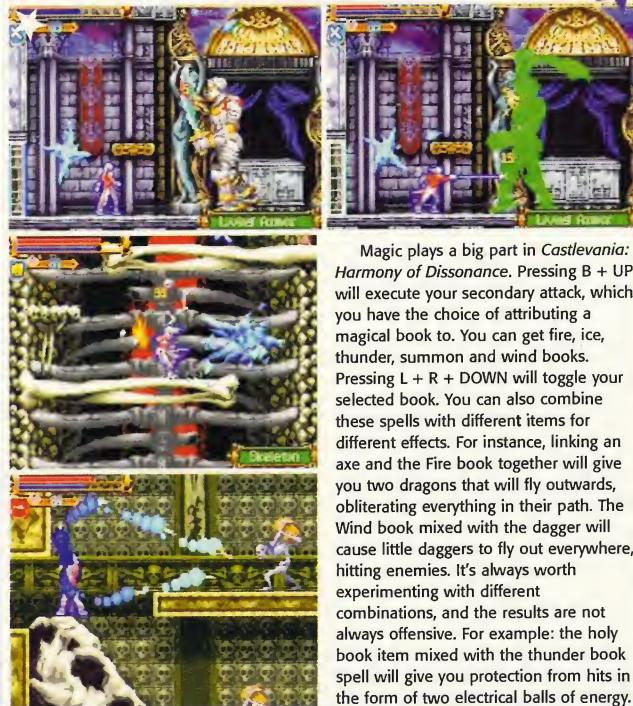
As if zombies and ghouls aren't enough, the plants are after you too!

WHO'S THE DADDY?

There are plenty of bosses to contend with in this game. The metallic beastie that chases you at the start of the game pops up for an appearance later on, there is a glowing blue skull that just won't go away, a giant fire bat, sword-wielding statues, marauding Mermen, Golems – and as for the last boss – well, we'll keep that a secret...



THE MAGIC OF READING



Magic plays a big part in *Castlevania: Harmony of Dissonance*. Pressing B + UP will execute your secondary attack, which you have the choice of attributing a magical book to. You can get fire, ice, thunder, summon and wind books. Pressing L + R + DOWN will toggle your selected book. You can also combine these spells with different items for different effects. For instance, linking an axe and the Fire book together will give you two dragons that will fly outwards, obliterating everything in their path. The Wind book mixed with the dagger will cause little daggers to fly out everywhere, hitting enemies. It's always worth experimenting with different combinations, and the results are not always offensive. For example: the holy book item mixed with the thunder book spell will give you protection from hits in the form of two electrical balls of energy.



VERDICT

SPRAWLING ADVENTURE THAT'S AS PLAYABLE AS IT IS DARK

CASTLEVANIA: HARMONY OF DISSONANCE

VISUALS

The dark theme is complimented perfectly by the beautifully gothic visuals, and the animation is tops

AUDIO

The music is dire and the special effects merely suffice. This unusual for a *Castlevania* game.

GAMEPLAY

Classic *Castlevania* gameplay, with a twisty storyline that always has you guessing.

LIFESPAN

Two castles and a ton of heart containers and spells will keep you searching high and low for days.

ORIGINALITY

The *Castlevania* formula has barely changed over the years, and with good reason. It works.

ALTERNATIVE

CASTLEVANIA: CIRCLE OF THE MOON

The original GBA *Castlevania* outing is still an excellent game. The contrast is unsettlingly dark though – so be warned! Your eyes may burst out of their sockets during play!



OPINION

FANG-TASTIC! Once again, Konami comes up trumps with the next instalment of the *Castlevania* series. Sure, the music's not quite up the standard of last time and they've made it a bit on the easy side for hardcore fans, but it's still a surefire classic.

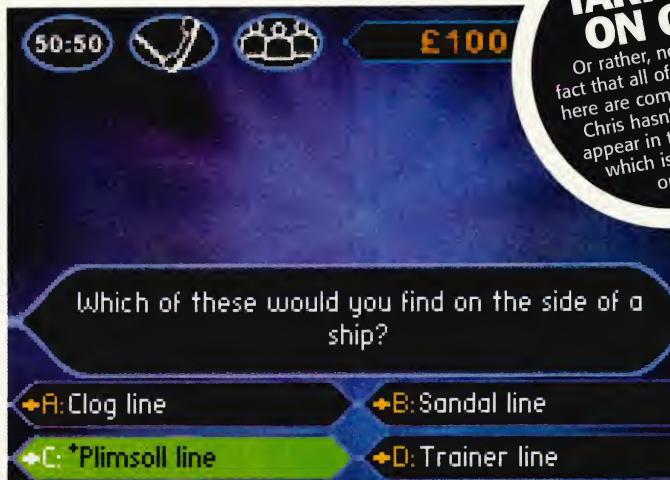
MARTIN

FINAL SCORE

90

A FANTASTIC GAME THAT WILL TAKE HOURS TO FINISH. IT'S NOT WITHOUT ITS FAULTS THOUGH.

One Tarrant short of a success story?



WHO WANTS TO BE A MILLIONAIRE?

We've had to wait a long time for our own handheld weeknight TV filler, but now it's here, was it worth it? That's the £1,000,000 question!

TOTAL ADVANCE	
INFORMATION	
WHO WANTS TO BE A MILLIONAIRE?	
PUBLISHER:	ZOO DIGITAL
DEVELOPER:	HOTHOUSE CREATIONS
PRICE:	£29.99
ORIGIN:	UK
PLAYERS:	1
STATS	
■ BASED ON A PRESTIGIOUS LICENSE	
■ LOADS OF QUESTIONS	
RELEASE DATE: OCTOBER	

This is the nicely animated intro sequence, which you will automatically press start to skip.

OKAY, so we've got *Who Wants To Be A Millionaire* here from Zoo Digital. It's on the GBA, and it hopes to sell itself as the ultimate handheld quiz. So, let's play *Who Wants To Be A Millionaire*!

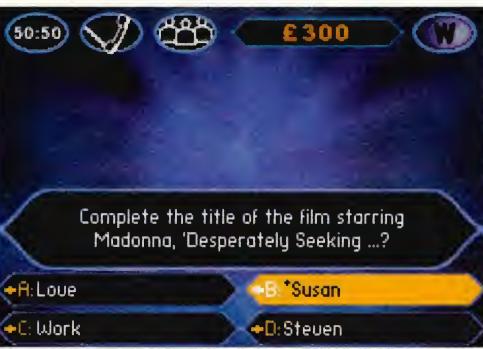
The whole concept, as we know, is still awesome after all these years. Casual channel-hopping on weekday nights often result in Chris Tarrant's golden mug popping up, usually to the exasperating cry of 'Is this still bleedin' on!?' but you know you'll watch it if there's nothing else on, and you know you'll get irritably hooked on the stupidity of the current contestant. That's the genius of the show.

And it's this addictive quality that's made it such a storming success on so many different consoles over the past few years. In fact, it's still addictive even when the game's been recreated as sloppily as it has been here. Okay, so Hothouse have put a bit of work into the 3D recreation of the studio, but this is just an irritation that you'll be pressing start constantly to skip. No effort has been made to make the game more involving – there are no options, no scoreboards, no saves, no incentive. They give you a 'Walk Away' button, but what's the point? Each game is self

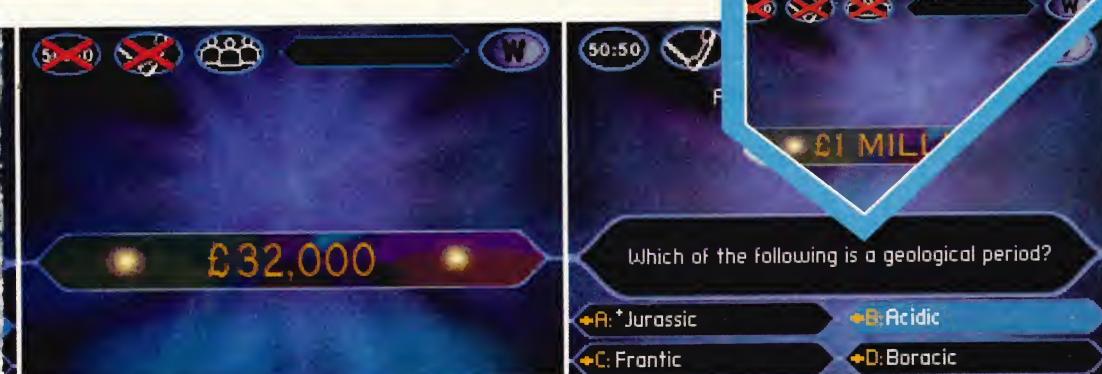


contained, so you'll always take a chance and try your luck.

But it's the questions that cause the most irritation – they must have come up with something like 30 of them, and they start to repeat from your second play. Even worse, when



MURRAH!: You're a millionaire! This is the image you're waiting for! So we thought we'd print it to save you the trouble of playing.



"SOME ASPECTS OF THE SHOW HAVE BEEN CAREFULLY RECREATED, AND IT STILL HAS THAT UNACCOUNTABLE ADDICTIVE QUALITY"

15
Who was on the \$500 bill?
A: Anna Gavalda
B: Andrew Jackson
C: Aaron Burr
D: William McKinley

Craig \$125,000
125 Thousand Dollars
Regis Philbin

REGIS PHILBIN 1, CHRIS TARRANT 0

The most irritating thing is we've been waiting for *WWTBAM?* on the GBC for years now. The Americans got their own version back in 2000, which boasted everything on this GBA cartridge, except with scoreboards, cheques signed in your name, and a personal appearance from the US Chris Tarrant, Regis Philbin (no relation to Swapshop's Maggie, we presume). So why didn't we get our own version? All that really needed doing was a little Anglicisation – replacing a few questions about the Boston Redsox or whatever with Wolverhampton Wanderers, but no, it never materialised.

So when we finally do get a GBA version, although the question subjects range from Dad's Army and Posh Spice to Rugby League, (far too many Rugby questions, in fact) there are so few at they get repeated every other game! If you want to have more fun than playing this game, just phone a friend.

you do get a new question, they're so badly placed! At £500 you'll be tested on your detailed knowledge of Tanganyikan rivers, while for £125,000 you'll be asked 'In Medieval legend, what is the Holy Grail?' Er, DUH!

Some aspects of the show have been carefully recreated, and it still has that unaccountable addictive quality, but

this is a sloppy title, and after our long wait, we deserved much better.

And that's our final answer.
JEM



WHO WANTS TO BE A MILLIONAIRE

£125,000

15	£1,000
14	£50,000
13	£250,000
12	£125,000
11	£64,000
10	£32,000
9	£16,000
8	£8,000
7	£4,000
6	£2,000
5	£1,000
4	£500
3	£300
2	£200
1	£100

VERDICT

STILL ADDICTIVE, BUT LARGELY EXECUTED SLAPDASH SPIN-OFF.

WHO WANTS TO BE A MILLIONAIRE

VISUALS

They've got a 3D studio, but it just gets irritating. A save and scoreboard would have been better.

AUDIO

Absolutely spot-on, at least they got this right. But digitised speech wasn't even considered.

GAMEPLAY

The difficulty is erratic and irritating, and the questions are constantly repeated. A total swizz.

LIFESPAN

Should have got top marks but as there seem to be only a handful of questions, this scores zero.

ORIGINALITY

This game doesn't even have originality from one round to the next.

ALTERNATIVE

SCRABBLE

If you're looking for mind-moulding fun and entertainment, Ubi Soft's GBC boardgame is still the best. And cheapest!

OPINION

ASK THE AUDIENCE

"Or anyone for that matter... they'll tell you that there's nothing more annoying than a quiz game where the questions repeat after only a few plays. That's the main problem here. It could have been so good!"

SIMON

FINAL SCORE

50

SHOULD HAVE BEEN ONE OF THE ULTIMATE CARTS FOR YOUR GBA PACK - BUT ACTUALLY IT'S THE WEAKEST LINK. WELL, YOU KNOW WHAT WE MEAN.

Grab your board and let's dive right in...



W-W-WIPEOUT!
If you don't manage to land correctly or get caught in the undertones, your surfer will get thrown into the water and crash. This is greeted by a chuckling narrator yelling

AAARGH!!

Wipeout!!

KELLY SLATER'S PRO SURFER
PRESS START



TOTAL ADVANCE

INFORMATION

KELLY SLATER PRO SURFING

PUBLISHER: ACTIVISION

DEVELOPER: HOTGEN STUDIOS

PRICE: £24.99

ORIGIN: USA

PLAYERS: 1-2

STATS

- EXTREME SPORTS ON WAVES
- LOADS OF DIFFERENT BEACHES
- CHOICE OF TOP SURFERS TO PLAY AS
- BEACH FUN WITHOUT THE SAND!

RELEASE DATE: OCTOBER

DURING a long hot summer, there is nothing better than heading down to the nearest coast and sitting down to enjoy the rays surrounded by beautiful women in bikinis. Kelly Slater is a guy very familiar to that scenario; but rather than sitting admiring the scenery, he takes to the surf and lets rip on some of the biggest waves ever. As several times World Surfing Champion, his pedigree is not in any doubt, but his game unfortunately leaves a lot to be desired. Activision make the best extreme sports games on the planet and following the brilliant *Tony Hawk's Pro Skater* and *Mat Hoffman's Pro BMX* was never going to be easy.

In essence, the gameplay is pretty much what you'd expect in that you can select a current pro surfer from the nine characters available and then ride the waves performing as many stunts as you can to get a high score. There are a number of different resorts to try and also loads of moves to learn and perfect. You start off face down on your

board and must stand up by pressing either A or B as close to the top of the wave as you can. Then you must quickly try to gather momentum by surfing down the wave and then turning towards the crest and leaping into the air. Pressing the buttons again will cause your character to perform various stunts and you only have to worry about landing back on the board and not wiping out. By performing several moves one after the other you can also earn bonus points and also by riding through the barrel of the wave after landing. This all seems like basic stuff, only that is all there is to it. The waves roll across the screen making you move constantly either left or right and you never ever get to see anything other than a simple rolling wave. The graphics are not too bad and the water effects are quite nice, but what you end up with is a side-scrolling-perform-as-many-tricks-as-you-can-in-the-time-limit game - which becomes boring far too soon.

RUSS

KELLY SLATER PRO SURFING

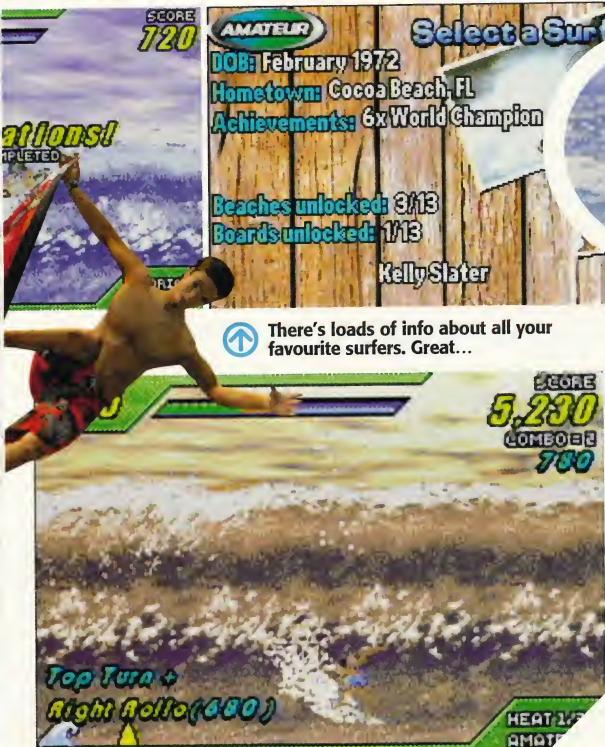
Kelly Slater is possibly the most well known surfer in the world, but has he got what it takes to ride high on the crest of this release?

DID YOU KNOW: KELLY SLATER HAS WON

1:09

Congratul...
ALL TRICKS GO

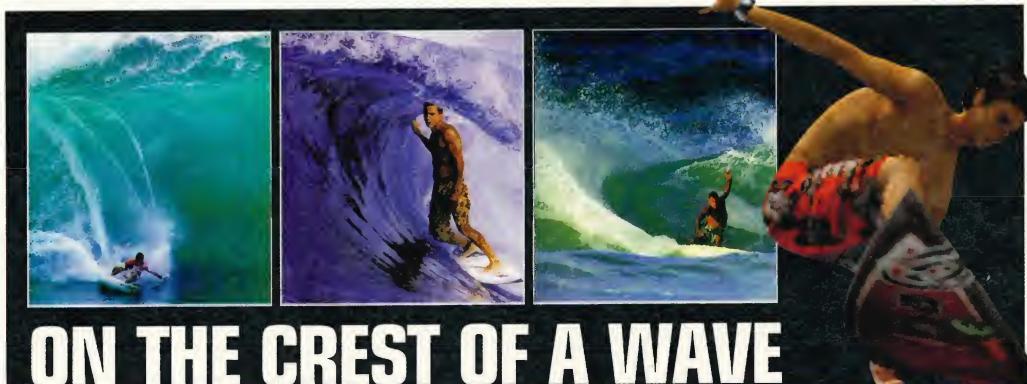
THE WORLD SURFING CHAMPIONSHIPS SIX TIMES.



There's loads of info about all your favourite surfers. Great...



You'll need to master all of these to fully get to grips with the game.



Once you have managed to stand up on your board and have gained a little momentum, there are loads of tricks for you to try. The more height you get off the wave, the more twists and grabs you'll be able to perform. Here are just a few of the amazing stunts you can do, but watch out for the barrel when landing.

MASTER THE WAVES: There is a complete tutorial included that teaches you how to perform, take offs, turns, twists and huge airs.



VERDICT

DRAB SURFING TITLE, WITH LITTLE TO DO DESPITE THE GREAT DESIGN.

KELLY SLATER PRO SURFING

VISUALS

Colourful with a superb water effect on the waves. Unfortunately there isn't much more to see...

AUDIO

Some nice music and an annoying commentator. Perhaps a little bland for some.

GAMEPLAY

Ride the wave and perform as many tricks as you can before the timer expires. Repeat as necessary.

LIFESPAN

A few different game modes to try but not enough to keep you entertained for very long.

ORIGINALITY

A novel idea but similar to other O2 extreme sports games but with surfboards rather than BMXs.

ALTERNATIVE

TONY HAWK'S PRO SKATER 3

Quite simply one of the best examples of an Extreme sports game ever! Everyone should own this!



OPINION

WIPEOUT! "Russ has been way too tough here – okay, so there's little to do here but isn't that just surfing for you? The graphics are cool and the sound is outstanding – if you're a surfer, this is all you have, so enjoy it!"

JEM

FINAL SCORE

56

GRAPHICS ARE VERY NICE, BUT THERE JUST ISN'T ENOUGH GAMEPLAY TO MAKE IT INTERESTING!

Insane in the membrane? This might help.



Would you like a nice game of Chess, Dave?

It's a compendium of games. Anyone got a problem with that? Good.

TOTAL ADVANCE	
INFORMATION	
ULTIMATE BRAIN GAMES	
PUBLISHER:	TELEGAMES
DEVELOPER:	IN-HOUSE
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	1-4
STATS	
■	COMPENDIUM OF EIGHT GAMES
■	MULTIPLAYER WITHOUT LINK-UP
■	CHARACTER DESIGN OPTION
RELEASE DATE:	OUT NOW

"GAMES OF THIS NATURE CAN ONLY EVER REALLY BE USED FOR BOREDOM-BUSTING"

THIS IS A

compendium of Chess, Connect 4, Battleship, Draughts, Dominoes, Backgammon, Othello and Shanghai. Not much else to say after that, really. This cart contains those games. The end.

Oh, okay then, if we're going to have to stretch this out a bit... If you're going to buy one compendium of traditional games for your GBA, then it would have to be this one. And not just because it's the only one. It's been carefully crafted to provide superb gameplay, and especially great graphics, despite the fact that games of this nature can only ever really be used for boredom-busting – if you're after an amazing gaming experience, you're more likely to go for the latest big name original videogame, aren't you?

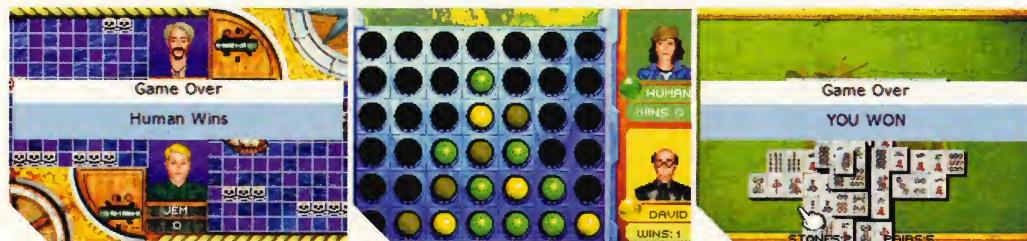
So when you unwrap your granny's present to you, and see this, don't be downhearted – for lifespan alone, this little cartridge would have to get top marks. But then plenty of optional extras are contained in the cart as well – over an hour's worth of 'ambient tunes' are there to back each game, (Just like a CD! They shout. Yeah, but what CDs are you listening to?) and via the in-game menus, (which basically turn your GBA into a mini PC)

there are loads of good options. Every game has one-cart multilink, which is very reasonable, although the opportunity to play two-player games on one GBA would have been even better in places. There are also some pretty mind-blowing 3D effects, especially for Chess, which allow you to zoom in, spin the table round, and even look behind every chess-piece.

By far the most enjoyable section of *Ultimate Brain Games* is the Battleship tournament. The old favourite has been lavishly animated and designed, and best of all, it's actually possible to beat the CPU with this one! You see, by far the worst thing about this compendium is the CPU's unerring ability to thwart you at every move, in chess, in Connect 4, no matter how you set the difficulty level, the tiny little chip inside your GBA knows every possible move, so it's almost impossible to get any enjoyment out of playing one-player games.

Keep this game in the glove compartment of the family car and it will keep everyone amused for many years to come. But make sure you've got two GBAs and a link cable, or you may as well throw it out of the window.

JEM



ULTIMATE BRA

WOLF IN SHEEP'S CLOTHING, AND THE TIMELORD.

PLEASE, PLEASE HELP ME! One 'good' option is the ability to cheat. Press Select whilst playing Shanghai and it'll tell you where the next tile you need is!



VERDICT

DOES EXACTLY WHAT IT SAYS ON THE BOX – ONE FOR ALL THE FAMILY, ETC!

ULTIMATE BRAIN GAMES

VISUALS

Surprising, it's very impressive with great effects, but it hardly matters, does it?

AUDIO

Plenty of options, which is good, as you don't want these tunes on all the time.

GAMEPLAY

Top marks really, unless we're going to challenge the wisdom of the elders!

LIFESPAN

This is one to keep in the bottom of your bag for eternity – never-ending lifespan.

ORIGINALITY

I don't think the person who invented chess is going to kick up much of a stink about copyright.

ALTERNATIVE

SCRABBLE

If you want to strain the brain then this might be for you. The other ultimate brain game – although it's best to get the GBC version.

OPINION

CEREBRAL! "Assuming that you have friends who enjoy such 'Old-Skool' gaming classics as Chess and Connect 4, then this is definitely worth a shout. The fact that the one player versions of the games are as hard as rock rather lets an otherwise top package down..."

SIMON

FINAL SCORE

85

EXCELLENT COMPENDIUM –
BUT DON'T EXPECT
ANYTHING BUT GOOD OLD-
FASHIONED GAMEPLAY!

PICK YOUR FACE

BE A PLASTIC SURGEON FOR A DAY...

By far the most outstanding aspect of this title is the chance to design the face of your player – and if you're lucky, you can get it to look exactly like yourself. The quality of the design is amazing for the GBA, but sadly the amount of options is minimal to say the least. To prove this, we tried to design the whole TA Team on the Face Generator. The absence of goatee beards, amount of stupid hats and no option to change hair colours made this very difficult, but with a little bit of extra work... well, see what you think!



IN GAMES



TOTAL ADVANCE

INFORMATION

PINBALL ADVANCE

PUBLISHER: DIGITAL WORLDWIDE LTD

DEVELOPER: REBELLION

PRICE: £29.99

ORIGIN: UK

PLAYERS: 1

STATS

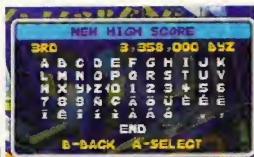
- THREE TABLES
- THREE DIFFICULTY LEVELS
- PLAY WITH THREE OR FIVE BALLS
- HIGH SCORE TABLE
- PLAY PINBALL ANYWHERE

RELEASE DATE: OUT NOW

It's like playing Pachinko with one ball

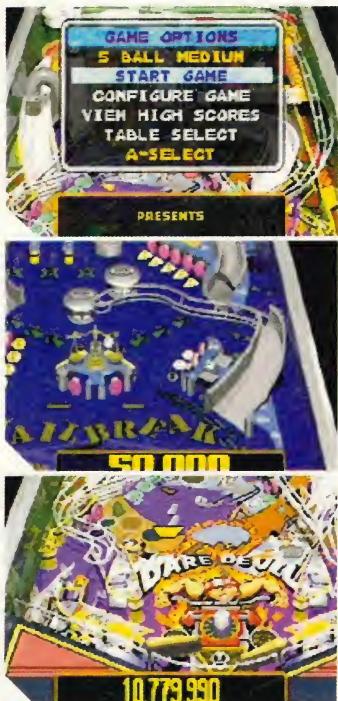


There might only be three tables but they are highly detailed.



PINBALL ADV

Some retro genres are best left where they were...



LET'S GET PHYSICAL



Okay, let's talk physics. What goes up must come down, a simple physical fact that needs to be emulated for any pinball game to work. *Pinball Dreams* almost nailed it back in the days of the Amiga, and now *Pinball Advance* gets it spot on. That's pretty much all you need to know – the ball doesn't float, isn't too heavy and feels like the real thing. Getting the physics right allows for all the important control techniques. Keeping a flipper held up (if done at the right time) will trap the ball to one side and allow you to set up shots for the trickier targets. There's also the old left-right (or right-left) in quick succession as a saving attempt at a ball that trickles slowly down the centre of the table. A further deft piece of skill you may want to learn is pounding both flipper and tilt buttons, then wailing some variation of your favourite expletive when the ball goes out of play...

FULL

"IT SEEMS THEN THAT WHAT PINBALL ADVANCE HAS THAT OTHER SIMS DON'T IS... NOTHING!"

TIILT!
Pressing L or R will tilt the table resulting in a screen shaking animation. Unlike real life you won't however, find that over use of the tilt freezes the flippers and sees your ball plummeting downwards.

PRETTY MUCH any real life activity seems fair game for videogame designers. Be it football, warfare, or even walking your dog, there's bound to be a game based around it – yes, you can even find dog walking simulators in Japanese arcades! Now some activities are better played on the screen, whereas pinball... surely it's best to play the real thing, right? Well given that *Pinball Advance* is the next in a long succession of silver balled simulators on the GBA it seems not. Real life pinball machines are now about as fashionable as the old 10p's you used to play them, whereas pinball simulators seem as oddly popular as ever. So, given the amount of competition, what has this sim got that the others haven't? For a start there's three (yes, only three) themed tables to choose from: the Tarantula, Jailbreak and Daredevil. As with the real life tables, *Pinball Advance's* digital counterparts are suitably littered with kickers, ramps, spinners and flippers, not forgetting of course all the lurid design work. The art itself is taken from a typically

pinball-esque palette of eye watering colours and the table layout is competent but hardly inspiring. There is also, unsurprisingly, the usual set up of controls with the left flipper set to any direction on the D-pad and the right flipper being activated by the A Button.

VIDEOGAMES VS PINBALL

As well as having always battled over arcade floor space with pinball machines, videogames have had something of a rivalry, yet simultaneously a closer link, to the glass-topped tests of skill than you might initially think. Practically any console or home computer ever released has played host to a pinball simulator at one time or another. From *Arcade Pinball* on the Atari VCS, to *Soccer Pinball* on the Spectrum through to *Sonic Spinball* on the MegaDrive, defying gravity using a ball and two flippers has become something of videogame tradition. The link is however much stronger than just providing a content for the software.

Many remember the 1980's game *Bezerk*, but few know that it was actually developed by Stern Electronics who also made pinball machines. More significantly, Atari founder Nolan Bushnell once tried to sell the then unheard of *Pong* (second arcade game ever, fact fans) to pinball giant Bally who were at that time uninterested. The American pinball colossus later redeemed itself by buying SEGA Enterprises of America that at the time dealt with console software.

In fact, Eugene Jarvis who created *Defender* did so because Williams – a Chicago based pinball manufacturer – asked him to knock up a game for a trade show. The ensuing popularity of arcades, then home computers and now console machines is, as they say, history...

ANCE

TABLE TALK

With only three tables available, you'll need to get the most out of them so here's a guide to what's on each:

A. TARANTULA

Set unsurprisingly in a spider's lair, the idea (as with the other two tables) is to score as many points as possible. Using the letter pads to spell out words such as 'web' or 'terror' gives score bonuses, as does knocking your ball down specific ramps or opening up tubes by spelling words. You can, in fact, end up feeding the spider if you open enough traps.

B. JAILBREAK

Just what playing pinball has to do with proving your innocence or escaping from jail we've no idea. Again there's the format of spelling themed words – this time its things like 'guilty' and 'law' – but this time you're judge, jury and executioner all rolled into one. By hitting 'not guilty' a prisoner is released, and by striking 'guilty' you sentence a prisoner and inexplicably gain 3,000,000 points.

C. DAREDEVIL

This one makes a little more sense. You're a human cannonball racking up a high score. Table features include a wheel of death and loop of fire. A table-specific addition is the hidden skill shots that reward successive ramp transfers.

Add the ability to tilt the machine left and right using the respective shoulder buttons and that pretty much sums up what you already knew if you've previously played a pinball game. It seems then that what *Pinball Advance* has is that other sims don't is...nothing! Although playing a perfectly reasonable (but hardly a mean) pinball, anyone looking for silver balled thrills should try the similarly named *Pinball Challenge Advance*.

BYRON

TAKE TWO: If you lose your ball in the first few moments, a second ball will roll on screen. This only happens in the first few seconds though.



VERDICT

INOFFENSIVE AND UNINSPIRING RETRO FARE. THIS HAS NO PLACE ON THE GBA.

PINBALL ADVANCE

VISUALS

Detailed table artwork that doesn't obscure the ball and a generally fine level of presentation.

AUDIO

Tiny plink plonk noises that wouldn't sound out of place on a 16-bit machine.

GAMEPLAY

Gravity defying dullness and about a decade out of date. The GBA deserves better.

LIFESPAN

Only three tables means you'll tire of this one very easily unless of course you're very easily pleased.

ORIGINALITY

It would have been nice to have a motion sensor feature, or even just multiple balls on the table...

ALTERNATIVE

PINBALL CHALLENGE ADVANCE

The Dreams/Fantasies pinball series of which this is a port plays in a similar but much improved style to *Pinball Advance*.



OPINION

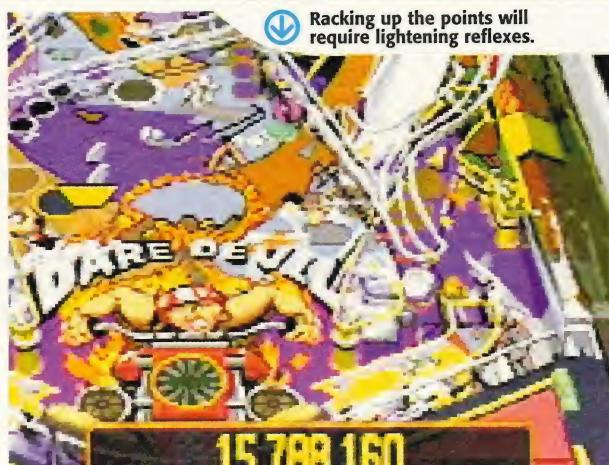
BALL OUT! There are loads of pinball games around at the moment, so a game with only three very similar tables on offer and with gameplay as dull as my social life seems to be a complete waste of time and money for everybody involved.

GARY

FINAL SCORE

45

THIS MIGHT BE PINBALL BUT IT'S HARDLY WORTH THE EFFORT. PINBALL WIZARDS WOULD BE BETTER OFF AVOIDING THIS.





Gentlemen, please start your engines!

 Graphically, this is one mighty impressive game.



COLIN MCRAE RALLY 2

The undisputed king of all rally games is about to burn rubber on the GBA. Enter Colin McRae in a cloud of dust!



RACING games have always been popular and *Colin McRae Rally* is by far the best rally game ever made. The PlayStation games were superb, combining great action and immaculate handling to create a total driving experience and of course everyone loved it. The game sold millions of copies worldwide and the sequel was just as impressive. *Colin McRae Rally 2* is about to take to the road on the GBA and it is so good you'll find it difficult to put down. The game has obviously been miniaturised for the small screen, but all the elements that made the PlayStation game so brilliant have been converted perfectly onto this new title. You can choose one of five top rally cars including the Ford Focus,

Toyota Corolla and, of course, the Subaru Impreza and each car has its own unique handling abilities. There are twenty four separate stages set in six different countries and each holds new challenges for you as you try to get the record speed through the tight curves.

As you race the co-driver offers advice and warnings, and the speech is an almost perfect conversion of the PlayStation version including

Nicky Grist's rough accent. Each car engine roars slightly differently and when you crash you can clearly hear the sound of glass breaking and metal being crunched.



MOTORBIKE AND NOT IN A RALLY CAR.

TOUGH SURFACES: Each rally will present different challenges. The gravel and mud courses, for example, require special tyres and the snow requires a little less speed.



THE CAR'S THE STAR



FORD FOCUS

The Focus is a good all-round car with exceptional handling and very good acceleration. The only downside is that the car is a little slow. This can be a problem on the straighter courses.



SUBARU IMPREZA

The Impreza is the ultimate rally driving machine and it looks good as it tears down the track. Handling, acceleration and top speed are all great, making it the perfect car.



MITSUBISHI LANCER

The Lancer is very aggressive and packs plenty of grunt under the bonnet. It has superb acceleration and braking but the handling leaves a lot to be desired.



FORD PUMA

The Ford Puma is a very wild drive as it accelerates extremely fast and has a good top speed. The handling is a little twitchy, but record times can be broken in this animal.



TOYOTA COROLLA

The Corolla is very similar to the Focus in that it handles the road superbly and has reasonable acceleration. Like the Focus the top end speed is a little slow, but otherwise it's a good choice.

"ALL THE ELEMENTS THAT MADE THE PLAYSTATION GAMES SO BRILLIANT HAVE BEEN CONVERTED PERFECTLY ONTO THIS NEW TITLE!"



MULTIPLAYER

YOU GOTTA HAVE FRIENDS...

Every game mode in *Colin McRae Rally 2* has a multiplayer game to play against friends. This can be done by sharing the GBA by passing it to a colleague before the next stage, or via the link up cable when four players can compete at the same time. Of course the competition will make the racing much more fun as the slightest crash can mean losing a few vital seconds when you cross the finish line.



FLY AWAY

ROUND THE BEND

Every course has its fair share of challenging turns that require skill to negotiate. Try to slow down as you enter the corner and then hammering the throttle on the exit.

THE ONE AND ONLY

THE DRIVER WITH FOCUS

Colin McRae is the UK's only World Rally Champion, which he achieved in 1995 with the Subaru team. He was born in Lanark Scotland and is one of the highest paid sportsmen in the world, earning far more than a lot of the Premiership's top footballers. The Flying Scotsman is totally committed to tearing up the course and has won more single events than any other driver. Unfortunately, his desire to go faster than everybody else sometimes results in machine failure and damages that result in a failure to finish. Colin McRae is possibly the greatest rally driver ever and we salute him!



MAKING REPAIRS

TIME FOR A QUICK FIX

After every two rally stages, you will have to check your car for damage and see if any of the parts need changing. If you have managed to stay in the centre of the track then it is very unlikely that any damage will have been caused, but if you crash you almost certainly sustain heavy damage. Each part takes a little time to repair so choose your repairs carefully to ensure your car is in a fit condition to race.



COMMENT

At the start of each stage you can take a close look at the course and change the set-up of the car to suit your preferences. This includes changing the tyres, altering the gear ratios and even twiddling with the brake balancing. Once you are happy with the set-up you can then progress into the rally and compete against up to four human opponents and loads of computer-controlled drivers. You will race two stages at a time, then after finishing, you can make more changes to your car as well as repair any damage you may have caused along the route. Of course making repairs takes time, so you must

choose which parts should be replaced and which parts can sustain a little more damage. After four stages, if you have managed to set the fastest time, you are awarded points and can continue to the next country.

The courses are varied and challenging, plus there are numerous jumps, hairpin bends and chicanes for you to tackle with the throttle wedged firmly to the floor. Of course, you will need to brake sometimes to get round the sharp bends, or you'll risk spinning out of control and having to waste time turning around or getting yourself back onto the track. The graphics are brilliant for the GBA and



As you would expect, rallying in the snow can be a treacherous business.



SLOW DOWN: You would be wise to brake before trying to make a sharp turn. The cars do not stick to the road and can nearly flip over if you are going too fast!



Colin McRae Rally 2.0

REPLAY

"ONE OF THE BEST RACING GAMES EVER TO ARRIVE ON THE GBA!"

you can even clearly see clouds of smoke when you slam on the brakes to get into a tight turn. The music that accompanies the racing is fairly simple but effective, creating a wonderful driving experience. One of the most mentionable parts of the programming is that every game mode has a multiplayer option, meaning that you can race your friends over the entire rally season or in a four-on-four battle in the Arcade mode. This makes the longevity of the game very impressive and it will definitely keep you amused for hours and hours. *Colin McRae Rally 2* is by far one of the best racing games ever to arrive on the GBA and gives supreme satisfaction when you collect the World Rally crown. The simple skills and weapons of *Mario Kart* are obviously fun, but this game gives so much more enjoyment than simple fast racing on the tough circuits. Each circuit has different surfaces to tackle your skills and the jumps and tight turns just keep on coming until your fingers are sore. Of course, this game is just so enjoyable, that you block out the pain for just one more race and before you know it you have just played for several hours. This is a brilliant game and everyone should have a copy along with several sets of spare batteries. Happy Racing!

RUSS



SETTING UP THE CAR

GET THE MOST FROM YOUR MOTOR

Before the race you have a wide range of choices to set up your car. You can change the tyres for more grip and adjust the suspension and brakes to give a little bit more control. Lengthening the gear ratios will make your car go faster at top speed, but be aware that this will lose some acceleration at the start. Try out different settings until you come up with a set-up that suits your driving skill.

Player 1 | TGB



Player 1 | TGB



Player 1 | TGB



In the time allowed, you can try to improve your car.

VERDICT

CODEMASTER HAS DONE IT AGAIN. SIMPLY THE BEST RACING TITLE ON THE GBA.

COLIN MCRAE RALLY 2

VISUALS

The graphics are superb and even have a full TV style replay showing the action from all angles.

AUDIO

The co-driver sounds excellent and you can even hear the sound of breaking glass when you crash.

GAMEPLAY

It is fast and addictive with each stage offering new challenges and different road surfaces.

LIFESPAN

Loads of different gameplay modes and an extensive multiplayer action for racing against your friend.

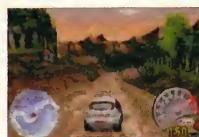
ORIGINALITY

An almost perfect conversion of the hit PlayStation game. By far the best GBA Rally game to date.

ALTERNATIVE

V RALLY 3

A fun, addictive rally game that has loads of cars and tracks to compete on.



Until now, this was the rally game of choice on the GBA.

OPINION

HMM... "Russ is right, this is a supremely well made rally game, and you'll all want to own it. However, the scenery and handling were arguably better in *V-Rally 3* and the lack of different view options is a shame too. But this is still a superb game that is well worth a look!"

JEM

FINAL SCORE

94

THIS IS AN ALMOST PERFECT CONVERSION OF ONE OF THE BEST RALLY GAMES EVER MADE. BUY IT NOW - YOU WILL NOT BE DISAPPOINTED!

Slitherin' and slidin' and armed with a bazooka – only one game comes to mind!

TOTAL ADVANCE	
INFORMATION	
WORMS WORLD PARTY	
PUBLISHER:	UBI SOFT
DEVELOPER:	TEAM 17
PRICE:	£29.99
ORIGIN:	ENGLAND
PLAYERS:	1-4
STATS	
■	4 PLAYER MULTIPLAYER
■	UPDATE OF A CLASSIC
■	MISSION BASED STRUCTURE
RELEASE DATE:	OCTOBER



WORMS WORLD PARTY

Those miniature menaces make their first appearance on the equally tiny Game Boy Advance.



"THE THOUGHTFUL GAMEPLAY WILL WHILE AWAY ANY LONG JOURNEY"

ENGLAND may only be a small country but it's been responsible for some great innovations throughout human history. The electric Diode, Penicillin, the Telescope, and more recently, *Worms*.

The hit game of 1995 had such a simple premise – take a small team of Worms and arm them up to the teeth with all manner of violent devices, take a 2D landscape, and then take it in turns to blow each other up.

It's this simplicity that had led to an addictive game, released on nearly every platform going. This is its first outing on the Game Boy Advance, however – what kept you, fellas?

If you've ever played *Worms* before then you'll be straight into the action. There are no new developments in the game mechanics to speak of, it's just the classic turn-based combat gameplay that kept us giggling throughout the last decade.

There are three main play options – single player death match, single player missions and multiplayer. The death match speaks for itself; it's just you versus the computer, and you can set how many teams you play against. In The Missions you are given a pre-set landscape, weapons, number of worms and health. You then have to do something specific, such as take a weapon from a crate situated at the other end of a level, before killing an enemy worm with

RECORDED WAS FOUND IN SOUTH AFRICA - 22 FEET!

DARK SIDE: Luckily the blowtorch and pneumatic drill tools help you get out of a situation like this - that's if you want to of course!



With all of these options it's a wonder that you can't make a whole new game.



whatever you find. These are all extremely tough, and give a fresh perspective on the *Worms* formula. The multiplayer is the main attraction though, with players taking it in turns to make their wiggly moves.

It's hard to pick out any bad points in *Worms World Party*. Occasionally, due to the small screen size you'll have problems making out tiny scraps of land and you'll think that you're standing on thin air, which you get used to eventually but can lead to confusion. There are also issues with the lack of an option to create your own team names, (one of the best bits in the original battles!) and not having a league table of some kind in the multiplayer mode is a huge oversight. However, it has to be said this is otherwise perfect handheld gaming. The thoughtful gameplay will while away any long journey, and although some of the party element of the multiplayer is lost due to the screen size, it's still enormous fun. If you've already got another *Worms* though, it might be wise to stick with that - this doesn't add anything aside from a few new weapons. Never mind - the Sheep attacks are still there and that's what counts!

GARY

LOCK AND LOAD!

CHOOSE YOUR WEAPON...

The amount of weapons and tools in *Worms World Party* means there's a fair bit of learning to do. You start off with a Bazooka but this isn't the only long-range weapon you have at your disposal. You can use a homing missile, a mortar (extremely powerful but in limited supply), Cluster bombs, Banana bombs, Petrol bombs, exploding Sheep, exploding Skunks, Longbows, Dynamite and Grenades. There is another option too. You can call on an Airstrike in either of two forms - Missiles or Napalm Bombs. There are also a variety of short-range weapons, including Shotguns, Uzi's, a Baseball bat, an Axe and Handguns. You can also perform a Dragon punch, throw a ball of energy, or even prod your enemy off a cliff!

These are all offensive moves - there are defensive ones too. Pneumatic drills, Blowtorches for digging with; Ninja ropes for swinging on; parachutes to prevent damage from falling... Mastering all of these is the key to success.



LEARN THE RULES

For those few who've never played a *Worms* game before, here's how it works:

- Players take it in turns to move their selected worm left, right, jump up or jump down. Once this is done, you can fire a weapon, use a tool or skip your go. Pressing select brings up a menu that shows you which weapons or tools you have available. By default, weapons like the Bazooka and shotgun have unlimited ammo, whereas you only start with 3 cluster bombs. Every now and then crates will drop from the sky containing health, extra ammo, or weapons.
- You can then fire your weapon by pressing the A button. With projectiles it's always wise to keep an eye on wind direction, and with short-range weapons you have to be standing close to your enemy.
- Once this is done, it's the other players turn, be it either the computer or one of your friends.
- Worms start with 100 health points, which can be added to with extra health, or more commonly, taken away with weapons.
- While one person is controlling their worm, nobody else can move, so always plan ahead carefully!



VERDICT

⊕ A BATTING CLASSIC, ALMOST PERFECTLY MINIATURISED. LET'S WIGGLE!

⊕ WORMS WORLD PARTY

VISUALS

Colourful and clear, and a complete pleasure on the eyes. The Worm's faces are priceless.

AUDIO

The tunes are suitably quiet and sinister. The grand Worms theme tune also makes an appearance!

GAMEPLAY

The many different tactics and tricks gives *Worms World Party* unlimited scope. Hugely addictive.

LIFESPAN

You'll always enjoy a quick match by yourself, and the multiplayer will entertain for a long time.

ORIGINALITY

Worms has been around for ages, and this version doesn't exactly try to develop the formula.

ALTERNATIVE

M & M'S BLAST!

If turn-based gameplay is your thing then you could do worse than check this title out. It takes on a mini-game theme, so you can be sure that there's plenty of variety.

OPINION

SQUEAK! "I was a bit miffed to not have the option to re-name my worms - where are the old John, Paul, George and Ringo? But this is such an idle criticism when the game's been otherwise so faultlessly adapted. *Lemmings* can take a running jump!"

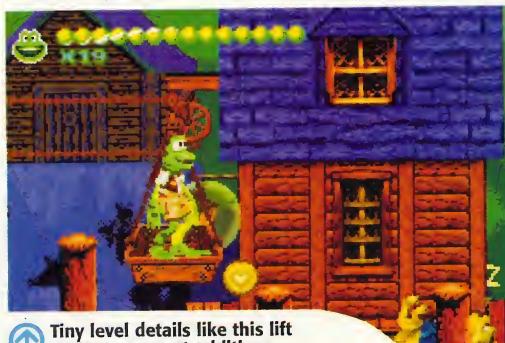
JEM

FINAL SCORE

85

A FEW OPTIONS ARE MISSING, BUT THIS IS STILL THE BEST WIGGLY FUN YOU CAN HAVE WITH A BATTERY-OPERATED TOY. HONESTLY!

Froggy went a-courtin', he did jump – a-ha!



Tiny level details like this lift system are great additions.



FROGGER'S GR

TOTAL ADVANCE	
INFORMATION	
FROGGER: THE GREAT QUEST	
PUBLISHER:	KONAMI
DEVELOPER:	VICARIOUS VISIONS
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	1
STATS	
■ AMAZING VISUALS AND SFX	
■ CLASSIC VIDEOGAME CHARACTER	
■ FOUR LEVELS	
RELEASE DATE:	OUT NOW

A fun frolicking froggy platformer, bursting with clichés and a Princess to save? Hmm...

THERE WAS

a time when all that the most famous frog in videogames had to worry about was crossing a road without get run over. Now *Frogger* has reached the Game Boy Advance, he has to worry about saving a Princess, fighting ghosts, bouncing on mushrooms, and all the other platform clichés we thought were afflicted with rigor mortis by now.

There is such a thing as taking a game character and stretching them further than the original idea deserved, but in this instance we're not sure that Vicarious Visions haven't had a good idea. At least if they hadn't created this game, we wouldn't ever have known just how attractive, detailed and impressive GBA graphics can be.

Because of this *Great Quest* is a real treat, both visually and sonically. This little green freak bounds into action, offering little comments on the things he collects, and pulling off all sorts of cool moves that look so good on this tiny screen that it reminds you of why you bought your GBA in the first place. Aside from all the villains, friends, obstacles and bonuses that are beautifully animated throughout the quest, little rabbits duck into holes, bats fly around, tiny fish dart underwater – and all just to add atmosphere!

Graphically, it's really a work of art, with a level of detail we've never seen before.

Which makes it all the more tragic that the gameplay is pretty much just *Donkey Kong Country* – with added clichés. As if the central idea wasn't lame enough, (why does this idiot want to become a Prince anyway? Hardly showing solidarity with his amphibian brothers!) the dull thought processes behind the action of the game takes you through a couple of happy villages, a haunted castle (oh, the novelty of it all is killing us!) and another castle so closely designed on *Shrek* that we wouldn't be surprised if the film rights have already been sold.

One good point though is that once you get to the end of the game (which really doesn't take a minute, as there are only four worlds to conquer) you discover that there's a lot of secret bonuses you have to go back and find, which is only possible thanks to the special skills you learn, *Rayman*-style, throughout the first play. But this also doesn't take up too much of your time, and even on the first play, the seemingly endless swimming sections get very samey, and you realise that every level is pretty much the same, but with a different gloriously designed theme. One giant leap for GBA visual design, hardly a tip-toe for platforming gameplay.

JEM



A GROUP OF TURTLES IS CALLED A KNOT.

HOW'D I DO? One thing to keep you playing is the way your round is marked at the end – To fully complete the game, you'll need to collect everything for an A+ mark.

LICK IT!

NICE BIG TONGUE

It's a disgusting fact, but Frogger really does have a very handy tongue. It's not a quick-fire attack, but when upgraded, it helps you get through many obstacles.

EAT QUEST

A FROG WITHOUT IRONY

SOME PEOPLE HAVE NO SENSE OF HUMOUR, OBVIOUSLY.

The more experienced members of the TA readership will recall the cartoon antics of Osmondle The Frog, who had to fight through the kind of braindead platform clichés that we thought we could have escaped by this point in the Twenty First Century. But then, the things that we thought were old hat to say the least seem to be the best that the designers of *Frogger's Great Quest* could come up with...



A PRINCESS IN PERIL

A frog fighting to find a princess and save her from imprisonment by an evil boss? Nobody would be stupid enough to try that idea again, surely?



What a hilarious idea we thought, a frog fighting vampire chickens. But what's this? Right at the end of the Horror Castle – it's a spooky chicken for you to fight! Argh!



The first levels always have to be so green and lovely, don't they? Nobody gets bored of jumping around on mushrooms!



We thought it was time to point out the ridiculous way that characters pour out the same old pointless information. Perhaps we were wrong...



A ghost house level complete with the same old spooks to get rid of... now we're sure we've heard that somewhere before...



My god! Frogger even has exactly the same menu style as poor old Osmondle! Were these game designers reading or taking notes?



"GRAPHICALLY, IT'S A WORK OF ART, WITH A LEVEL OF DETAIL WE'VE NEVER SEEN BEFORE"



Kick the cat! Kick it in the face! Now! Actually don't, the RSPCA will kill you.

VERDICT

AN AMAZING PIECE OF WORK – IF ONLY IT WASN'T SO MIND-NUMBINGLY DERIVATIVE!

FROGGER: THE GREAT QUEST

VISUALS

Outstanding 3D effects – the best platforming visuals yet seen on the GBA.

AUDIO

Good sound options, though the main character's voice gets annoying immediately.

GAMEPLAY

Once you're past ogling at the visuals, you realise that this is a seriously dull challenge.

LIFESPAN

Not bad – there are few levels but lots of hidden bonuses that you will have to keep coming back for.

ORIGINALITY

The whole point of this game seems to be to avoid originality at every last turn.

ALTERNATIVE

DONKEY KONG COUNTRY

Well, they nicked most of the gameplay – see if you can get this GBC adventure for bottom dollar!



OPINION

WHAT A WASTE! As Jem says, it looks astounding and sounds fantastic, but the lack of a single spark of originality brings the whole thing down. Maybe we will see a sequel someday that rectifies this, but when it's this enjoyable...

GARY

FINAL SCORE

86

A REMARKABLY WELL DESIGNED GAME. BUT THE GAMEPLAY IS AS UNORIGINAL AS IT GETS.

Go on...
Run for
the hills!



Those structures to the left show where the boundary ends.



DID YOU KNOW: THE ORIGINAL SMUGGLER'S

You've got the goods – now make a run for it!

CONTRABAND ACQUIRED

SMUGGLER'S



Shady deals and dirty steals are the name of this game! Well, it's Smuggler's Run, but you get the idea.

TOTAL ADVANCE

INFORMATION

SMUGGLER'S RUN

PUBLISHER: ZOO DIGITAL GROUP PLC

DEVELOPER: REBELLION

PRICE: £29.99

ORIGIN: ENGLAND

PLAYERS: 1

STATS

■ PASSWORD SAVE SYSTEM

■ EARN YOUR VEHICLES

■ LOADS OF MISSIONS

■ BASED ON THE PS2 HIT

RELEASE DATE: 13 SEPTEMBER

Simply pressing a shoulder button will allow you to look at what's behind your car.

DRIVE around the wilderness picking up packages and dropping them off, all while avoiding the border patrol and rival smugglers. Sounds great fun doesn't it? And when you take the size of the environments on offer into consideration, the 4X4 vehicles you get to play with and the possibilities for such a set-up, well we wouldn't call you soup-for-brains if you got quite excited.

Unfortunately, while this premise is certainly good, the excitement stops there.

Jumping into the first level, you are presented with a barren-looking landscape. Accelerating will send you flying forwards at great speed, and the ground rolls away below you very smoothly. Impressive. Even more so when you press select and see the size of the map. This comes at a price though; never on any map will you come across any landmarks or outstanding features. This makes travelling feel very dull.

It doesn't help that everywhere is accessible; no matter how steep a hillside is, you can always simply drive up it. Never will you have to take a look at your map and plan alternative routes to get somewhere, or navigate narrow pathways – just drive as the crow flies.

The main game mechanic, as said before, is to pick things up and

drop them off. This is done by driving over an object on the ground (Easily identifiable by the smoke signal it gives out) or conversely, driving over the destination. Sometimes you will be racing other smugglers for the prize, other times you'll be avoiding the local border patrol.

However, no matter what the mission structure or story – be it a farmer who needs his piles cream picking up or a helicopter losing its illegal cargo – you'll be following that little green arrow at the top of your display. And that is, essentially, it. Follow the arrow to pick something up. Follow the arrow to drop it off. You can unlock cars and levels with progress, but really, there's only so long you can follow an arrow for. And this is the game's main problem. It's fast and quite good fun for the first few levels, but a complete lack of variety causes you to repeat the same thing over and over again, just with tighter time limits in place. Boredom sets in quickly, and it isn't long before you find you have to turn off your GBA set and go and do something less boring instead.

GARY

MAPPED

STRAIGHT AND TRUE!

Pressing Select brings up the map. Here you can see where you need to get and plan your route...

RUN WAS A PAL PS2 LAUNCH TITLE.

"IT'S FAST, AND QUITE GOOD FUN AT FIRST... BUT A COMPLETE LACK OF VARIETY MEANS THAT BOREDOM SOON SETS IN"

It's a good thing this Jeep didn't come in white!



THE GAME OF LIFE

There are plenty of different missions in Smuggler's Run, scattered around forest, desert and snow environments.

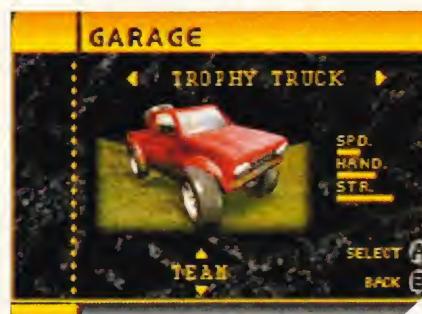
The most common missions are when it's just you, the merchandise and the border patrol, who race around in little white vans. Contact with these takes away some of your energy bar. When you go into the red, you are arrested and the game is over.

Sometimes you will enter into a race, where you and 3 other team-mates face off with another team. The first team to tag every single checkpoint wins.

More commonly, you'll be pitted against another team where you are racing to do the pick ups. At the end of 7 or 8 minutes, whoever has the most pickups completed wins. And they celebrate with jelly and pies. We just made that last bit up.



INDIAN SIGNALS: It's easy to see where you have to get to, these big puffs of smoke can be seen for miles around



RIDE THE RAINBOW

There are a few different vehicles available. As you progress through the game, you gain access to these. Each have their own strengths and weaknesses of course, with some being stronger than most, and others being quite a bit nippier. However, the overall handling for Smuggler's Run leans on the twitchy side so low handling attributes are in fact a better bet than having a bugger or something similar.

You can also change the colour of your team to make things easier on you if you are playing over the desert or snow. (A team of yellow trucks on sand is, quite understandably, difficult to make out).



Some of the colour schemes of the vehicles leave a lot to be desired, ewww...

VERDICT

Despite its nefarious idea and great design, this plays like a print-drying lesson.

SMUGGLER'S RUN

VISUALS

Technically impressive but lacking any sense of style and ultimately uninspiring.

AUDIO

The sound effects are good enough, and the sampled speech is nice. Music is a tad Commodore 64-ish.

GAMEPLAY

It's fun at first, but the repetitive nature of the game soon gets the better of you.

LIFESPAN

There are loads of missions to get through, and you can always go for high points. Plenty of life here.

ORIGINALITY

A nice spin on the usual yawnsome racing genre. There's nothing quite like it on the Game Boy Advance.

ALTERNATIVE

V-RALLY 3

There's not much like Smuggler's Run on the Game Boy Advance, but this is the best example of a game that stars cars. It's fantastic!

OPINION

WELL I LIKE IT! "Gary's being more than a little harsh here. Okay, so it does get repetitive, but the terrain can throw you around pretty convincingly, and the speech effects are faultless, and add depth to the game. Beautifully designed."

GEM

FINAL SCORE

64

GREAT DESIGN, WITH INVOLVING EFFECTS AND GREAT SOUND. BUT THE WHOLE GAMEPLAY CAN GET DULL VERY VERY QUICKLY.



Quarter-circle forward,
quarter-circle forward and
left. It's all in the wrist, boy!



GUILTY GEAR X: ADVANCE EDITION

LIST OF FURY PART 1



SOL BADGUY

This former biological weapon turned bounty hunter isn't an evil person. The pain he has endured has caused him to loathe the scientist who created all of the 'Gears' and after receiving word of a surviving Gear after the death of Justice he makes a beeline for the tournament.



KY KISKE

A moralistic person who has such a rigid belief in black and white order that he has lost sight on what freedom is. This is probably due to him being appointed as the leader of the Holy Knights at the tender age of 16, the fact that the latest Gear on the scene has no intention of harming humans has him intrigued.



JOHNNY

Although his aloofness would have you believe otherwise, Johnny the pirate is in fact very shrewd and observant. The death of his father left him shattered, and he withdrew into himself, soon he realised others may be in the same position, but not as strong as him. He must help them. Including Gears.



MAY

One of those annoyingly happy-go-lucky people that can't take anything seriously. Apart from her love Johnny, of course. Her wide-eyed worship of him causes her to have an extremely one-track mind, and the reward for winning the tournament would go down well with the swashbuckling scoundrel.



ZATO-ONE

A former leader of a band of assassins, he exchanged his vision for the ability to manipulate shadows. However, the battles of the last tournament caused a shadow to seize control of his body. This shadowy soul is lonely. Maybe the Gear understands what humans can't.



MILLIA RAGE

A woman who has no interest in her own nature. Brought up as an assassin by a man named Zato, her view on the world is one of a fleeting glance, with sheer indifference. Against murder, she runs away from the assassins, only to be pursued. She defeats Zato, but racked by guilt, she decides to carry out the inevitable.



POTEMKIN

A former slave soldier of the militaristic nation of Zapp, itself under dictatorship. This giant of humans is against suffering of any kind. The new Gear must be protected from bounty hunters and taken to Zapp. Why, Potemkin doesn't know. But he is under instruction from his master, who he would trust with his life.



Oi you... flipper! Out of the way can't you see we're fighting?!



This next-gen beat-'em-up has fought tooth and nail to find a home on the new boy on the block.

FOR A SYSTEM

with only four buttons, there seems to be a huge amount of fighting games being released for the Game Boy Advance, so will this latest release from an established franchise struggle to continue its legacy in an already crowded marketplace?

Boasting 14 characters to play as and a whole host of moves to master – not to mention the awesome pedigree the *Guilty Gear* series has (huge games on the PS2, Dreamcast, and coin-ops in the Arcade) and it's hard to imagine that this will be anything other than excellent.

Indeed, when you first start to play you could be mistaken for believing that you have stumbled upon the perfect handheld fighting game. The different characters all have their own stories and motivations, and there're a lot of moves to learn.

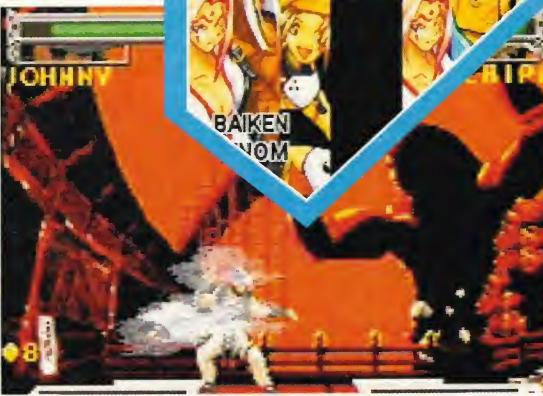
It also impresses at face value; the animation of the characters is smooth and convincing (well, as convincing as a girl jumping fifteen foot into the air while holding an anchor can be) and the special effects are spectacular.

However, further play starts to reveal some flaws. Yes, there are plenty of fighters, but this is wasted. The sad fact is that although some may be faster than others, or some may be stronger, these weaknesses and strengths are next-to-useless, as the game becomes a race to fill your 'Tension bar' that's situated at the bottom of the screen. You see, once this is done you can pull off devastating 'One

TOTAL ADVANCE	
INFORMATION	
PUBLISHER:	BIG BEN INTERACTIVE
DEVELOPER:	ARC SYSTEMS
PRICE:	£29.99
ORIGIN:	JAPAN
PLAYERS:	1-2
STATS	
■	BASED ON THE HIT PS2 GAME
■	4 MAIN CHARACTERS
■	TAG BATTLES
RELEASE DATE: SEPTEMBER	

"AND THE BIG COMBO OPPORTUNITIES MAKE FOR AN EXCITING, DYNAMIC GAME"

RELEASED IN JAPANESE ARCADES.



HOW TAUT!

THE TENSION!
Fill up your tension gauge, and before you know it you'll be busting out overdrive attacks and instant kills along with the best of them!



Now that's clever! Wonder if he can teach me how to do that...



Hit Kills' attacks with ease, no matter which character you happen to be using. The other big problem is the case of the backgrounds. They are a clash of horrid colours, and while some of the blame could be placed on the limitations of the Game Boy Advance hardware, it's simply a case of bad choice when considering the colour palette. Annoyingly, this sometimes obscures your view of the proceedings and it's not always that easy to follow what's going on.

But it must be remembered that the main attraction of a fighting game is the multiplayer aspect, and this is where *Guilty Gear X* excels. The moves are all relatively easy to execute, and the big combo opportunities make for an exciting, dynamic game.

The ease of moves and the accessibility of the characters makes *Guilty Gear X* the complete opposite of titles like *King of Fighters : Neoblood*. If you are no fan of pedantic games, but enjoy a good scrap then this game is definitely for you.

GARY

CHEEKY THREESOME: A 3-on-1 battle mode is most welcome. Make sure that your team has a good mix of fast and powerful characters though!

VERDICT

• PACKS A POWERFUL PUNCH, BUT IT WON'T PUT A STRAIN ON THE OLD GREY MATTER...

GUilty GEAR X: ADVANCE EDITION

VISUALS

The animation is superb. The backgrounds will give you a headache though.

AUDIO

The sound effects are unoriginal, but the caterwauling music should be turned off instantly.

GAMEPLAY

The moves are easy to execute, but the instant kill attacks takes away the edge.

LIFESPAN

14 characters plus 2 secret ones gives loads to discover. Multiplayer will keep you playing the most.

ORIGINALITY

As original as cheese and tomato pizza. It's a beat 'em up!

ALTERNATIVE

KING OF FIGHTERS: NEOBLOOD

The best beat-'em-up on the GBA. 9 game modes and a huge array of fighters (nine!) make this the most jam-packed cart on the market.

OPINION

THWACK! Fans of the series will delight at seeing a rather tasty-looking GBA version. However, as compared to other fighters on the system, this is pretty lacklustre and perhaps a tad easy for those of us more accustomed to mastering moves.

SIMON

FINAL SCORE

75

IT'S A GOOD ENOUGH GAME, BUT IT LACKS THE SKILL AND DEPTH OF OTHER FIGHTERS ON THE MARKET



Join the tin man as he tries to clean up the streets



ROBOCOP: THE FUTURE OF LAW ENFORCEMENT

TOTAL ADVANCE	
INFORMATION	
PUBLISHER:	VIRGIN INT
DEVELOPER:	TITUS
PRICE:	£25.00
ORIGIN:	EUROPE
PLAYERS:	1
STATS	
■ BASED ON THE MOVIES	
■ 7 LEVELS	
■ TONS OF ENEMIES	
■ 14 BOSSSES	
RELEASE DATE:	OCTOBER



An ancient arcade game originally developed by Data East. Now it's there to play, on your GBA!

THEY MAY

seem a little hackneyed now, but the three *Robocop* films released years ago are still pretty popular, and there is in fact a petition online (somewhere) to have a fourth film made. However, gone are the days of toys, cartoons, comics and games... or so we thought. Judging by this old adventure, there's life left in the tinfoil copper still.

Just a fleeting glance at this adventure shows a striking resemblance to the arcade game from 10 years back, (Data East) with our metal friend punching and kicking all manner of thugs and nasties along his way through the sideways-scrolling stages.

There are seven levels in total, with two stages in each. Fourteen bosses await you, and if there's one thing going for *Robocop*, it's the difficulty. Unfortunately, besides the pretty graphics, this is pretty much it. And it's not pretty enough...

A lack of excitement is the fundamental problem. *Robocop* himself plods along at an excruciating speed and his jumps get you nowhere. Some may argue that this is to be expected from a man of metal, but you should never sacrifice game quality for authenticity.

Other problems also stick out like a particularly sore thumb. The level design is very repetitive, and there is absolutely no inclination to discover later areas. The AI of the enemies is embarrassing too. It is entirely possible to walk extremely slowly to the right so that a waiting bad guy can just be seen.

From here you are free to fire at him, and he won't do anything in return. This isn't so

evident later on when there are plenty of people running around, but it occurs an awful lot early on.

The unresponsive controls are also a pain. It's all too easy to mis-time a jump and land on top of a bullet, or crouch down and fire left instead of right. A little nitpicky maybe, but things like this quickly have you cursing.

10 years ago these were not so much of an issue, but since then games have moved on, and generally, for the better. Compare this to some sideways scrolling shooters such as the *Metal Slug* series – fast, exciting and action packed – and you have got to wonder why the developers of *Robocop: The Future of Law Enforcement* didn't add anything to the old arcade formula. Nothing drastic – just a bit more speed, or more varied level design. Instead we have a very dated game that simply doesn't deserve to be raised from its grave for another tired outing.

GARY



NEWS AT 10

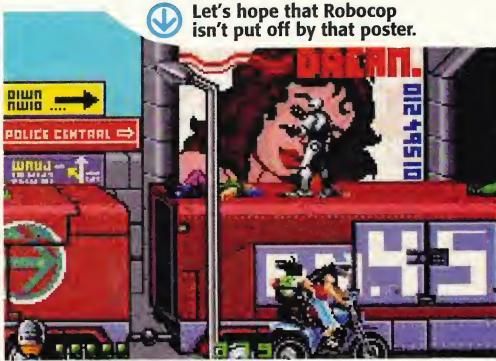
THE DAY TODAY

The start of a mission is always prefixed with a short clip of the local news channel that describes what's currently going on in the grimy world Robocop inhabits.

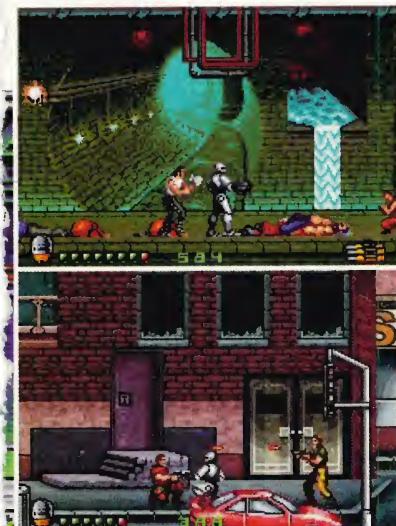


REFUSED TO
THE RESIDENT

Let's hope that *Robocop* isn't put off by that poster.



LOSS UP TO 10 POUNDS A WEEK IN HIS ROBOCOP SUIT.



He's complaining now, but really, it's never wise to get Robocop all fired up, is it?



HOT IRONS: When you start off a level, you can only use your fists. It's only later on that you get to twirl that sharp shooter.



"A LACK OF EXCITEMENT IS THE FUNDAMENTAL PROBLEM"

MURPHY'S LEGACY

There have been a ton of Robocop games over the years, spanning more or less every platform out there. Here's a run-down of some of the most famous:



1. ROBOCOP

(1988, ARCADE, DATA EAST)

The original Arcade game was a side scrolling affair, with a few first-person bonus modes that saw you on a firing range trying to earn points. The graphics were very detailed for the time, and the action never let up.

2. ROBOCOP 2

(1991, ARCADE, DATA EAST)

Being coded by Data East again, this was understandably very similar to the first game. It was a lot tougher though, and saw you fighting in more varied locations.

3. ROBOCOP 3

(1993, SUPER NINTENDO, OCEAN)

Not a very well received game. An impossible difficulty level coupled with the slow speed of the game made this a frustrating game at the best of times. It seems that the Game Boy Advance incarnation took a few hints from this one.



4. ROBOCOP VS THE TERMINATOR

(1993, SUPER NINTENDO, VIRGIN)

Based on the Dark Horse comic book, this was a smart little side scroller. You were taken back and forth through time, fighting in Detroit one moment, and then the ruins of Delta City the next. This was also housed on the Megadrive/Genesis.

5. ROBOCOP 3D

(1994, PC, OCEAN)

At the time the visuals on this were mind-blowing. The game itself mixed a variety of genres – from racing to shootouts and was a minor success. It was also released on the rickety old Amiga.



VISUALS

Very detailed and well designed. There's never any slowdown either. The real highlight of the game.

AUDIO

There are no surprises here. The sound effects are suitably violent, but they do begin to grate.

GAMEPLAY

Boring! Boring! Boring! We want speed and action! Robocop is slow and uneventful!

LIFESPAN

Three difficulty levels and 14 bosses means that you'll be playing this for a while. If you can stand it...

ORIGINALITY

It's based on an early arcade game, which at the time were hardly at the cutting edge of design...

ALTERNATIVE

CT SPECIAL FORCES

Much faster and smoother, and certainly more fun.



The variety of the levels you can consider a bonus. A much better offering overall!

OPINION

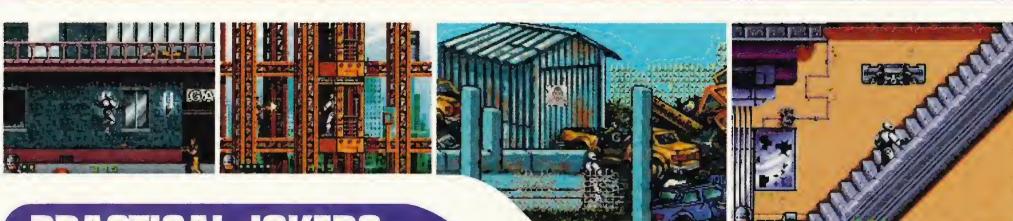
ROBOCACK! Quite why anyone saw fit to raise this particular pile of junk from the grace is anyone's guess. Slow, repetitive and ungainly, *Robocop* is a reminder of just how bad some old games were. Look elsewhere for shooting action.

SIMON

FINAL SCORE

40

A SLOW AND BORING ARCADE GAME – I WOULDN'T BUY THAT FOR A DOLLAR!



PRACTICAL JOKERS

When upholding the law becomes a painful experience...



The bosses you encounter are a nasty lot. All too often when you think they're down they'll just jump right back up again in a last attempt to obliterate you. Even the health meter on the top left of the screen will try to thwart your efforts.

It's not only the bosses you have to worry about either... occasionally there will be other things to take into consideration, such as a swinging demolition ball or bazooka rockets whizzing through the air!

WHO SAID CUBES HAVE TO BE SQUARE?

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MINORITY REPORT ● HARRY POTTER AND THE
CHAMBER OF SECRETS

Note: Cover and content in Cube magazine are subject to change

CUBE
ISSUE TEN
OUT NOW

THE UK'S ONLY DEDICATED GAMECUBE MAGAZINE

TOTAL ADVANCE

ISSUE THIRTY THREE

LINK UP



You say one thing, we say another. That's how it works...

Bought a game and wish you hadn't? Perplexed about which add-ons to get? Or are you just incredibly lonely? Any which way, we're waiting with 100% baited breath for your thoughts – get 'em in to us now!

The sender of the Star Letter each issue wins an XploderGBA courtesy of our friends at Fire International!



KIRBY TILTED & TUMBLED?

ESCHEWING THE USUAL fanboy adoration of your mag, true though it is, I'd just like to say I want to know something and it's your job to tell me, so let's get on with it.

It's years now since you first told us all about *Kirby's Tilt 'N' Tumble* for the GBC, and we've all pretty much accepted the fact that it will never be properly released in this country. But how come the GBA's been up and running for well over a year now, and there's still no news of a Kirby title for it? I mean, I'm not going to start demanding that it has the same built-in tilting machinery (although it would be nice) but Nintendo must have something Kirby-shaped hidden up their sleeve?

I want something round, pink and cute and I want it now.
JO SUMMERS, TENBY

TA: Well, Jo,
That's it – treat us like the game slaves we are!
After rudeness like that, we were wondering
whether we should make you the Star Letter
writer, but we just happened to get some
exciting Kirby news, so there you are!

Hoshi No Kirby, which in our best schoolboy Japanese we've managed to translate as Kirby's Star has just been announced, you see. Not one scrap of extra information has been released to accompany these superb shots, but it looks to be platforming fun all the way – it would have been slated to link-up with the Kirby GameCube title, but that's just been dumped! As soon as we get any extra information, this is the rag in which you'll read about it! In the meantime, if you're after something pink, round and cute.

LINK TO US!

There are tons of ways to get your message to us. Come on, tell us what's on your mind.



SNAIL MAIL

Link Up,
Total Advance Magazine,
Paragon Publishing,
Paragon House, St. Peter's Road,
Bournemouth, Dorset BH1 2JS.

If you think we've got time to even consider entering into personal correspondence, you're utterly and irretrievably insane.



EMAIL

Get your opinion across to us even quicker at jem@paragon.co.uk, making sure to mark each missive 'Link-Up' if you don't want it to be trashed.



TEXT

Despite a few mad gits, your thoughts are still welcome if you text 07941 921 854. If you phone up, you're expecting too much, aren't you?



TOTAL ADVANCE



PERIPHERALS ARE POO

Don't get me wrong, it's great to see an increasing number of developers jumping on the GBA peripheral bandwagon but could someone please tell me the point when most of them belong on the scrapheap? More often than not, the only add-ons worth buying are those developed by Nintendo and I know this from experience. A third-party link cable lasted me five minutes before breaking whilst my mate's official Nintendo has allowed him to keep linking and trading for over a year now.

On a similar note, what is it with all these fancy new gadgets that can be used on the GBA? If I wanted to watch TV on the go, I'd buy a portable TV rather than put up with heavily pixelated images on the GBA. After all, the machine is called a GAME Boy Advance, so let's have less add-ons and more quality games.

Anyway, rant over, keep up the good work guys in remaining the Number 1 Game Boy mag in the universe!

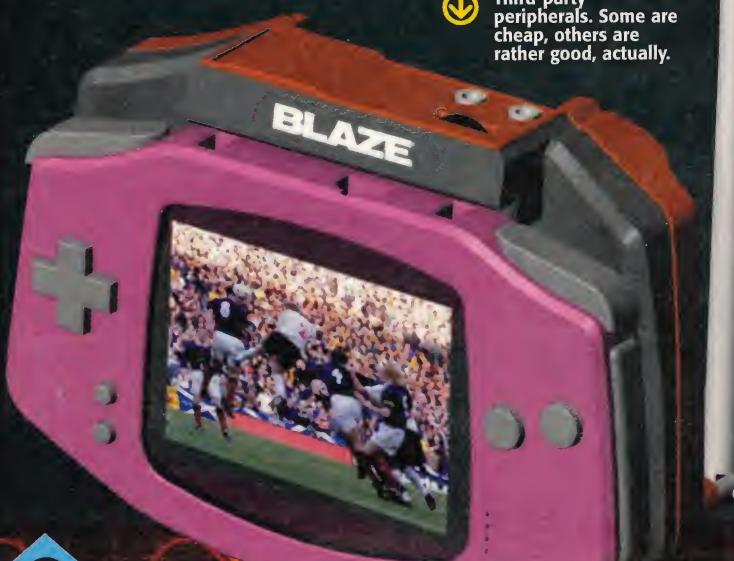
EDWARD RUMMINS, ASHFORD, KENT.

TA: Well Edward,
A very forcefully written rant, in fact so good we would have made you the Star Letter this issue, but you wouldn't want an Xploder Cheat Cartridge, would you? You're damn right about the sheer amount of cheap rubbish on the market these days, but we're not at all sure you're right about the Nintendo add-ons – some companies have peripherals at least as good, and at half the price. It only really takes a pair of eyes and a slice of common sense to tell the difference between plastic crap and durable add-ons, so everyone be careful out there!

By the way, we love our TV Tuners – it offers infinite entertainment, and unlike a game, you can't ever complete it.



Third-party peripherals. Some are cheap, others are rather good, actually.



A COUPLE OF QUICKIES

1: DID YOU KNOW that your mag has outlasted every Game Boy mag on the market? And I should know, I've bought every mag that you have published. Other mags have just died off by giving pathetic gifts on video and DVD and never bothered about what is really important to the mag buyers and that's up to date reviews of future games with honest trustworthy reviews. Total Advance has never let us down over the years and will always be at the top of my list.

Anyway my dream game may just around the corner. Looking on the web I came across news of what might be the best car game to hit the Advance... it's only KnightRider – yes Kitt on the Advance! What bliss... If I am correct this will be great.

Please let us know if we will get the game in good old England!
P BRENNAN, VIA EMAIL

2: LET'S START WITH the words that always get letters in TA. TA RULES! Now, RE: Michael Ward's letter about buying second hand games (Issue 31), I have some more tips for you.

It works better for market stalls.

Get your eight-year old sibling/friend/cousin/hamster to go into the shop and ask for the game (AND PRICE) you want. When refused, the child will cry and say "PLEEEEASE!" When the bald, tattooed, muscle-bound shopkeeper gives in, you get the game, and the kid gets the 10p you found earlier for humiliation fee. Or, just get him/her to say "Excuse me, I want to buy this game but I only have £12"

NOTE: Do not attempt this without the child, unless you are very daring/stupid/under 10.

PARANOID ANDROID, VIA EMAIL.

TA: Well, folks,

Yes, Mr Android, that is the usual preamble, but it'll take some beating to write praise as embarrassingly true as Mr Brennan's! But thanks for your tips anyway, sneaky though it is. And thanks for your bit of investigative journalism, Brennan! You're right, Davilex games are developing a GBA Knight Rider title for Vivendi Universal – but it's such early days, Universal hasn't told anyone as yet! So there's a first for everyone! As long as we don't have to control a miniature David Hasselhoff, we're happy!

LINK UP



TRACKING TRET

I've written to the official magazine to ask them for their help but didn't get any reply, so I really hope you'll be able to help me! I bought *Golden Sun* earlier in the year and I'm stuck on one bit. I have got the healing waters of Hermes from Mercury Lighthouse and now I need to heal Tret. However, I have searched through the whole of Kolina Forest and Tret Tree but I still can't find the wooden git.

I would be VERY grateful if you could help me.

MARK DANIELS, COLERNE.

TA: Well, Mark,

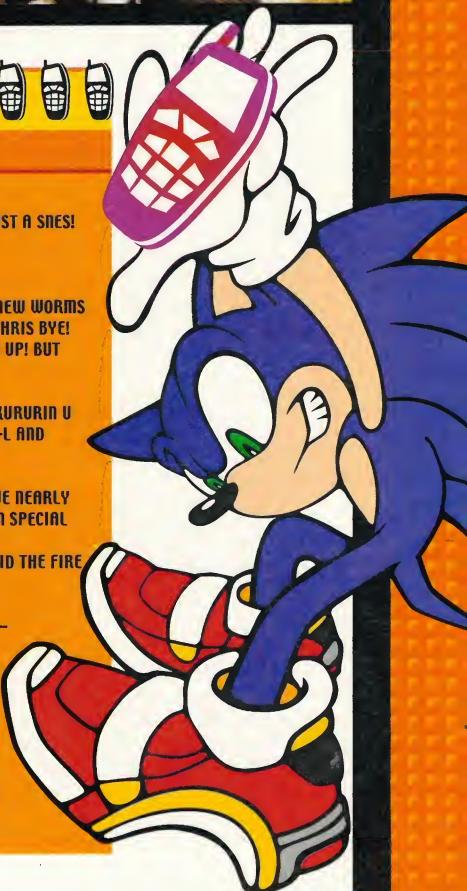
Ordinarily we wouldn't like to help you until we were completely sure that you're not related to Paul Daniels, but what the hell? To find and fight Tret (You'll be fighting him whether you like it or not) you'll have to get to the basement area of Tret Tree. Get to where you found the nut, then enter the lower level, and exit through the left hand side. Now down this branch and up the next vine back into the tree. Now leap onto the lowest leaf and head right, up, right, left. This should allow you to fall right down to the basement! (Roots, surely?)

TXT CORNER

PRESS THE BUTTON

Your SMS mumblings with all the most offensive and really stupid bits cut out...

1. PLEASE CAN WE HAVE UR TOP 10 GBA GAMES, AND IS ISS REALLY THE BEST GBA GAME? THANK S2H
TA: NO YOU CAN HAVE OUR TOP FIVE, SNES-TYPE QUIBBLES ASIDE: SMAZ, ISS, SONIC ADVANCE, MARIO KART AND GOLDEN SUN. BUT THAT'S JUST AT THE MOMENT. OPINIONS CHANGE WITH TIME!
2. HI TA IS DOKAPON MONSTER HUNTER EVER COMING OUT IN UK? GR8 MAG
TA: YEP IT'S OUT NOW!
3. HI I JUST GOT YOUR MAG FOR THE FIRST TIME TODAY IT IS BRILL. I USED 2 GET XXX BUT YOURS IS A LOT BETTER. YOUR PREVIEW OF BREATH OF FIRE 2 HAS MADE ME WANT 2 GET IT. MY FAVE GAMES ARE RPGS. YOUR MAG SAYS TO SUBSCRIBE SEE PAGE 95 THAT JUST TELLS YOU ABOUT BACK ISSUES?? FROM MISS K ATKINS.
TA: ER... YEAH, SORRY ABOUT THAT. NO SUBS AS YET, BUT BACK ISSUES IS BETTER THAN NOWT, EH?
4. HAVE U DONE A HELP SEC LIKE U HAVE WITH SPIDERMAN FOR SONIC ADVANCE? IF YES WHAT ISSUE PLEASE? TOM
TA: YEP, IN ISSUE 27 DUDE!
5. I ONLY JUST GOT MY GBA - IT CAME WITH FINAL FIGHT ONE, AND MEMORIES OF MY OLD SNES DAYS CAME FLOODING BACK. SO IT SET ME ON TO THINKING BECAUSE OF THE GBA'S SUPERIOR CAPABILITIES, WOULD NINTENDO BE CONSIDERING AN ADAPTOR FOR SNES GAMES TO BE PLAYED ON THE GBA? IT'S POSSIBLE TO SAY THE LEAST. I SEEM TO RECALL SEGA DOING THE SAME WITH THE GAME GEAR AND MASTER SYSTEM. WHAT DO U GUYS THINK? CHEERS, ROB (25).
TA: THE ONLY WAY YOU'LL BE ABLE TO PLAY RAW SNES TITLES ON THE GBA IS VIA A TU TUNER. THEY MAY BE A RIP-OFF, BUT THEY DO NEED TO BE
6. PROPERLY ADAPTED
PSSSSST... I'VE GOT A SECRET FOR U! THE GBA IS REALLY JUST A SNES! DON'T TELL ANYONE... IT'S TOP SECRET!
TA: YOU SARKY GIT. YOU'RE NOT WRONG, THOUGH.
7. DO YOU KNOW? WHEN THE NEW ECKS US. SEUER 2, OR THE NEW WORMS GAME COMES OUT? PS XXX'S MAG IS CRAP YOURS ROCKS. CHRIS BYE!
TA: WORMS KEEPS CHANGING, WE'LL REVIEW IT WHEN IT TURNS UP! BUT YOU CAN EXPECT EUS2 IN NOVEMBER MATE.
8. DON'T NO WETHA DIS QUALIFIES AS A CHEAT BUT IN KURU KURURIN U CAN GET D SOUND OF HORNS BY PRESSING R,L,B+R,B+,B+A+L AND B+A+R. GR8 MAG
9. HEY TOTAL ADVANCE! I HAV GOT MARIO ADVANCE 2 AND I'VE NEARLY COMPLETED IT. HOW R U SUPPOSED 2 GET PAST TUBULAR IN SPECIAL WORLD? I'M STUCK! PLZ HELP! FROM SARAH.
TA: NOT EASILY. LEARN WHERE THE H BALLOONS ARE, AND AVOID THE FIRE BALLS - THE HARDEST LEVEL EVER!
10. Y R WE 4CED 2 PAY FULL WAR 4 A GAME DATS 15 YRS OLD - EG MARIO ETC. SURELY WE CAN'T BE PAYING 4 R+D OR TESTING OLD SNES GAMES - SO MAKE US HAPPY + CHARGE £10.
11. HI THERE! 1 QUESTION: DO U RECKON SEGA'S STREETS OF RAGE GAMES WILL EVER HIT THE GBA? SUNSPOT, FROM ISLINGTON.
TA: NO DEFINITE WORD YET. WAS TO HAVE BEEN IN THE SMASH PACK, BUT NOT ANY MORE. SORRY!



FEATURED FORUM



Share all your Game Boy related thoughts, dreams and prejudices live with fans around the world on the TGN forum at www.totalgames.net/forum/! It's the only way to be the first to learn all the latest GBA news, and get your opinion across to us all at the touch of a button!

AUTHOR

TOPIC: WAS THE GBA WORTH IT?

Super AI	Is anybody else disappointed with the GBA and wishes they hadn't have bought one? There has only been one game which was truly amazing, Castlevania Circle of the Moon. Any other good games are either remakes of SNES games which I have anyway, and the rest are just average (Advance Wars was very boring after about half a week)
Moutier	I don't regret my GBA but it is not quite as good as I expected. But give us a chance and I'm sure it'll prove to be a worthy purchase what with the Cube link-up and such...
Numpy	Biggest problem is the games are far too expensive. £34 for a GBA game compared to £40 for a GameCube title (average prices) there's no contest for me. So I don't even know how much I could like my GBA as I have very few games for it and any spare cash I get goes on 'Cube titles. It seems to me that GameCube titles require big teams and long development times which kinda justifies their price but GBA titles are made in 6 months by a handful of people aren't they? I feel the GBA games should cost about £15-£20 max and they would sell a lot more.
KimWild	Yeah they should be cheaper, but I only buy mine from places like Gamestation when they are about £20. I personally own enough games to make it worth my money- Mario Kart, Kuru Kuru, Pacman Collection, Gradius Advance, Crash XS, Space Invaders, SMA2...
MikeF	I think the GBA was worth the money, but you are right about the price of the games. I know that I would rather pay the extra fiver and get a new GameCube game.
serin	I have an advice for you guys. Look for a Flash Linker for the GBA. You can put ROMs on it and play them exactly like the real games.
KimWild	Except ROMS for the Game Boy Advance is as good as piracy.
MikeF	Correction it is Piracy.
Number45	And what does Piracy do? It keeps the damn games expensive Oh the irony!!
Supercuberdude	I think the GBA was only worth getting because I got it for me birthday! It certainly has some great titles, yet hardly any of the titles use the full power or the Game Boy Advance. I think Golden Sun is the only title that does.
John 867	Anyone can see that £35 is far too expensive for a GBA game. I appreciate gameplay much more than graphics and I would still buy a GC game for an extra few quid. The GBA games do not have the depth, on the whole, to involve you sufficiently in the game to justify their steep price tag. I think that GC games involve you far more than GBA games, with a few exceptions (Golden Sun, Zelda etc). I don't often go out with £40 to buy a brand new game of my choice, but when I do I always find myself buying a GC or PC game, I think the vast majority of GBA games are shallow and lack the quality gameplay of the GC.
Al80InHolland	Advance Wars, Crash Bandicoot XS, Tony Hawks 2 & 3, Castlevania, Wario Land 4, Kuru Kuru Kurunin - all GBA games, all superb, and all worth every penny that was paid for them. Hard work clearly went into them, and that hard work deserves my money as a reward. And I'm sure if you want to try to describe your definition of, "shallow" I'm certain that I'll be able to pick huge holes in it. If you just want better graphics on a bigger screen (like most people with their "opinions") then say so. Trying to hide it is stupid. I'd put hard cash on you not having played many GBA games anyway – most detractors haven't. But they still want to voice their vacant opinions...
BLACK_MAGIC	Personally I love the machine. It's one of the best machines around. I use it a hell of a lot more than my GameCube. Advance Wars was boring but Golden Sun was excellent along with many other top games. The only gripe I have with the machine though is the lack of a backlight. I know it would have increased costs and battery life would be less but sometimes it's real hard to see the screen unless you are under bright artificial light
Sian_Raven	I bought a GBA last week and have been playing Sonic Advance for that long, I'm not disappointed. And the good thing is, in ASDA they're selling some GBA games for £15. Bargain!
Super AI	Both my GBA and Gamecube are collecting dust at the moment Although I assume that both Mario games are amazing, as I could play them on a full screen TV already, I couldn't see the point of buying them again
JemR@TotalAdvance	Of course £35 is a bloody stupid amount to pay for these games - which makes our jobs all the harder! So it's a good job that Wanadoo may have started a price war with Speedball 2 for £19.99. Basically any old SNES title that's been re-jigged should NOT be more than that. Then again, folk who write in saying games should be a tanner need to be a bit more realistic. So, yes, the game prices are crap but don't blame the poor wee console. The argument that 'GC/P2 etc. is more involving' I find incredibly tragic. The reason I like the GBA is exactly because they don't sap your lifespan like the other consoles. All this sitting around for hours gazing into the TV screen... get a bleeding life. Get a bleeding GBA. Get out once in a while.
Number45	Ironically I spend a lot more time on Golden Sun than on any of my current GC/Xbox/PS2 games. IMO, for storyline and length (single player) it surpasses anything currently available for both the GC and Xbox - I never seem to tire of it

LINK UP



STUART LITTLE 2

LET'S JUST GET this straight first – I'm in my late teens, and I only watched the first *Stuart Little* movie because my little brother had it at Christmas, and if I hadn't been so completely bored, and with ten pounds in my pocket when I saw *Stuart Little 2* on the market for £9.99, I'd never have even thought about the game. But am I happy I handed over that brown crinkly!

There's something about the childishness of the opening levels that instantly made me smile, and I knew that this was going to be an easy ride. The main thing that kept me playing was the superb glossy graphics, and all the little details that the designers managed to squeeze in. 'Probably because it's just a few levels that don't require any skill to get through' I thought, but then I got to the next level.

There's a bit where Stuart has to go down into the pipes to find Mrs. Little's wedding ring. You get strung down, and have to use your tiny flashlight to scare away the spiders – this is a nightmare challenge for a supposed kid's game! All my mates had a go and ended up getting bitten to death – and it's because it's a strong challenge, not because it's too difficult!

Eventually I got through and carried on with the other great challenges – I enjoyed it so much I even went to see the movie (in disguise of course). And then, once I'd got it all out of my system, enjoyed the lush graphics, great SFX straight from the movie, and completed the last challenge, I gave it to my little brother to play on easy and he loved it too!

Now that's what I call the mark of a great family game. It's a Little Marvel!

READER RATING
88%

READER REVIEW

Send your own warped little views of the hottest GBA titles to us, and we'll slip you a GBA cartridge for your troubles! We're swarming in the flipping things, and this way we get the afternoon off! So, here's to you, Sean Hawes of Manchester, for your carefully typed opinion of *Stuart Little 2*, of all things!



The pint-sized rodent even manages to captivate on the GBA.



Shouldn't there be a little arrow pointing upward towards Stuart?

SCOOBY DOO: THE MOTION PICTURE

And they would have gotten away with it, if it hadn't been for this complete mapped guide and those meddling kids!

**TOTAL ADVANCE**

	INFORMATION
SCOoby Doo: THE MOTION PICTURE	
PUBLISHER:	THQ
DEVELOPER:	HELINE
GENRE:	ADVENTURE
PLAYERS:	1
PRICE:	£29.99

CONTROL

HOW TO PLAY

**ARROWS KEY**

No mystery to this: it moves your current character around. Also, after pressing SELECT, press 8 to switch characters, 6 to see your goals, 2 for the map, or 4 to see your items.

**A BUTTON**

Press this to interact with objects/scenery or talk to people.

**B BUTTON**

Hold down while moving to make Scooby or Shaggy run; or Velma sneak. Fred punches while Daphne kicks.

**R BUTTON**

Hold it down to make your character block an attack. It costs stamina though.

**L BUTTON**

Makes Scooby and Shaggy stun enemies! Fred does a rapid punch combo, Daphne does a roundhouse kick.



**COMPLETE
SOLUTION**

**KEY
TO MAPS**


	Big Food		Golden Sandwich		Scooby Snack		Lock
	Chest		Lights Out		Shimmering Ghost		Firing Monster
	Firing Ghost		Fire Dancer		Monster		Token
	Ghost		Rat		Waiter		Brad The Goth
	Brads Camera						

BAD FOR BUSINESS

A ghoulish guest is scaring all the tourists at Spooky Hotel. Time for Mystery Inc to investigate...

L1 MAP 1: SPOOKY HOTEL

3. The first of the three clues is found here: a note about prices of Tiki artifacts.

8. Give 99 Tokens to Dead Mike and he'll tell you about obtaining a Ghoul Pass to get into the Electrical Room. *Goal Added: Find Ghoul Pass*

10. Use the Ghoul Pass to enter the Electrical Room. Inside, talk to Zarkos for the second clue.

11. Collect the blueprints and talk to Old Man Smithers. Now return to Mondavarious (point 9)



4. Velma's glasses are here. Collect them and take them back to her (at point 2). She'll then join your party. *Goal Added: Fix the Pool*

1. By the pool you find Maryjane and some of her Scooby Snacks. She tells you about draining the pool to get the keys. *Goal Added: Find Velma*

2. You find Velma! Talk to her and she asks you to find her glasses. *Goal Added: Find Velma's Glasses*

Select Velma to try to open these chests, then play Minigame 1 to unlock them and gain Tokens.

7. Return the keys to the Concierge and she'll open up the locked hotel doors. *Goal Added: Get info from Dead Mike*

START

5. Open the door and head down the stairs to the basement.

9. Talk to Mondavarious to get your Ghoul Pass. He'll tell you about his missing blueprints. *Goal Added: Find the blueprints*

12. Talk to the Voodoo Maestro for the final clue. *Goal Added: Capture the Ghoulish Guest*

Talk to Brad The Goth and he'll ask you to find his Spookicam. It's in the corner to the right of the Concierge's desk. Return it to Brad for a reward of 200 Tokens!

13. Head through the previously locked door with dirt on the handle.

14. After switching the lights back on (Minigame 3), talk to the Ghoulish Guest to see him unmasked.

L1 MAP 2: HOTEL BASEMENT

If they get close enough, the rats will bite you and drain your health. Just run for it, Scoob!

At these points the lights go out and you'll have to turn Minigame 3 to turn them back on.

6. Select Velma to fix the pipes, via Minigame 2, and drain the swimming pool. Now just head back upstairs to Maryjane (point 1) to get the keys.

If you need more food or stamina, you can use Tokens to buy it from the waiter.



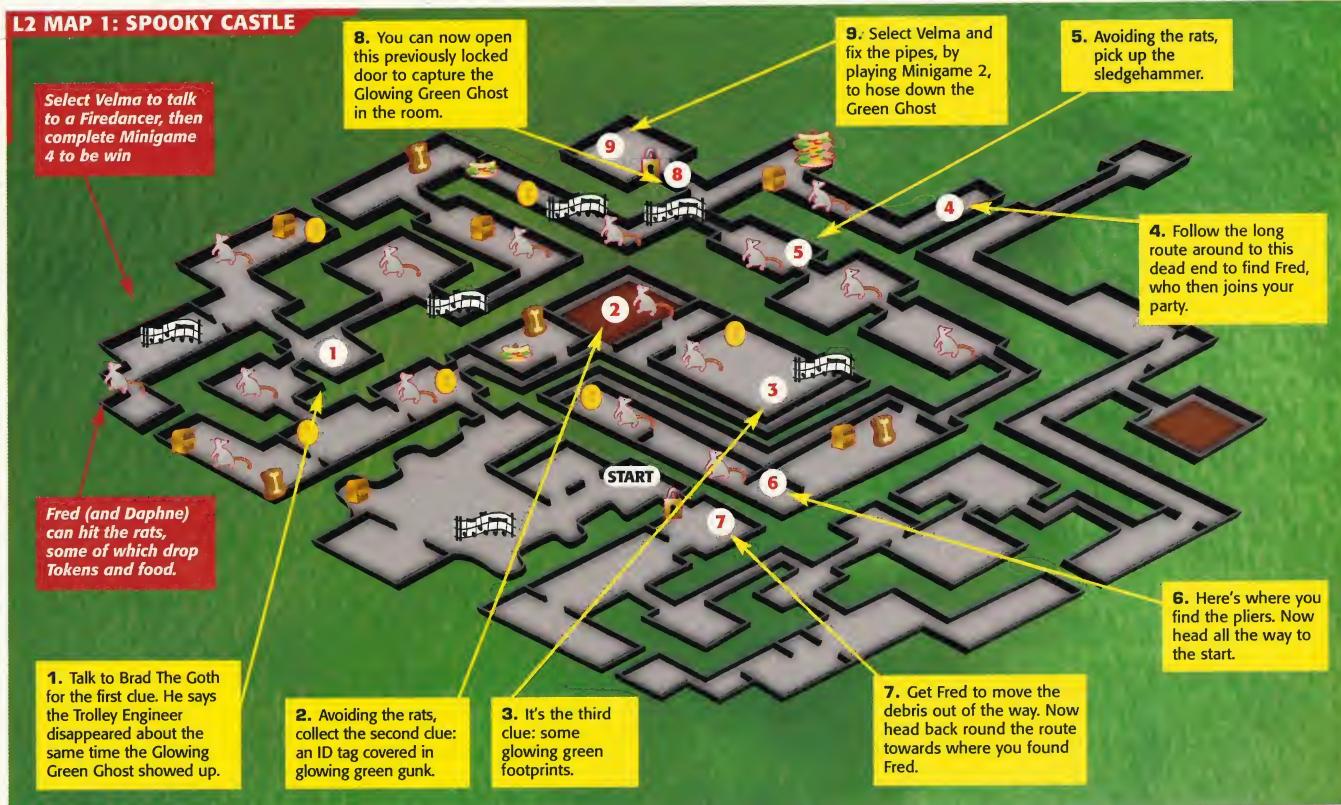


GUY VS GHOST

A glowing green ghost is haunting Spooky Castle. There must be a logical explanation.



L2 MAP 1: SPOOKY CASTLE



MINIGAME 1: UNLOCK THE CHEST

Easy peasy, Scoob! All you have to do is match up either the red, green or blue sectors in the three rings – you may have to try them all till you find out which colour. You move **↑** and **↓** to select the inner, middle or outer ring. The other two rings will then rotate anticlockwise every few seconds.

There's a simple trick to this puzzle. Just select any ring, then wait till one of the other rotating rings lines up a matching coloured sector. Now quickly switch to the other unmatched ring and rotate or just wait till all three sectors of that colour match. If it doesn't unlock the chest, repeat with another colour. If there are four rings to match, wait till the other three are moving before rotating yours (otherwise it may move another one).



AWAKENING THE SPIRIT

Mondavarious has vanished and N'goo is now running the hotel... very badly.

L1 MAP 1: SPOOKY HOTEL



L3 MAP 2: SPOOKY CASTLE



MINIGAME 2: REPAIR THE PIPES

This can be tough with a tight time limit. Remember the old *Pipemania* game? This is similar, as you have to place different-shaped pieces of pipe to form a continuous pipeline from start to finish.

Note that you usually need to use every single piece of pipe. And remember that you can't leave any open ends or it'll leak – make sure you join any spare open ends to close the pipeline. If you're running out of time, you can press **[square]** to slow time, or **[triangle]** to stop the clock for a few seconds – although this will reduce your stamina bar.



ENEMY ATTACK

There's a neat trick for defeating ghosts and monsters in safety. Just run away until they stop advancing (or get stuck in scenery), then move back towards them a step at a time until you can just hit them – as long as you're not too close, they won't be able to hit you back!



SOLUTION

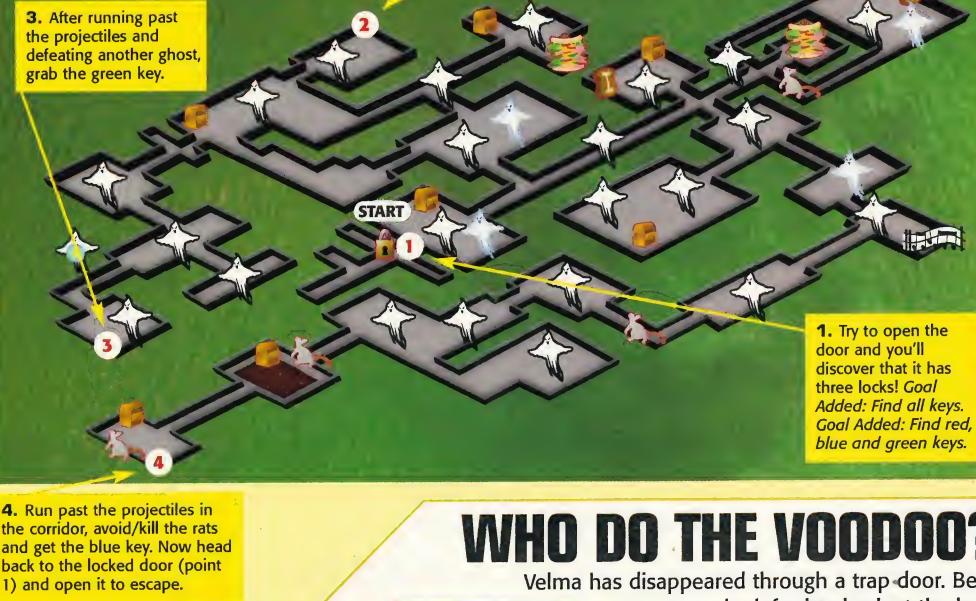
SCOOBY DOO: THE MOTION PICTURE

HASSLE IN THE CASTLE

The Mystery Inc crew are locked in the haunted castle basement. Jinkies!



L4 MAP 1: CASTLE BASEMENT



L5 MAP 1: SPOOKY HOTEL



L5 MAP 2: HOTEL BASEMENT





TURNING THE TIDES

The furious Mondavarious orders the team to leave the island, but Fred is still missing.

L6 MAP 1: SPOOKY HOTEL



- After collecting 99 Tokens, talk to Dead Mike to find out about the cavern. You can now head downstairs to the basement. **Goal Added:** Find the cavern entrance.



L6 MAP 2: HOTEL BASEMENT



- Talk to the (sacked) Old Man Smithers to get the oilcan. Return to the door (point 2) and go through to find the stairs to the cavern – but it's too dark to enter. **Goal Added:** Find a cavern light.
- Try the door to discover it's rusted. **Goal Added:** Find an oilcan.

- Talk to the Firedancer and she'll offer to give you her torch if you get her on the cover of Spook Times. **Goal Added:** Take photo of Firedancer star.
- Talk to Brad The Goth and he'll come and take a photo of the Firedancer. She'll then give you her torch and you can go downstairs to the cavern.

When you walk into them, pure white ghosts put a special Mojo item in your inventory. This can be used by Daphne to fire projectiles at monsters (press □). Bluey-white ghosts replenish stamina, while red ones restore health.



Get Daphne to beat up these monsters. Or play it safe by running away, then turning and blasting them with Mojo projectiles.



L6 MAP 3: CAVERN



- With the Idol, you can pass through this door.
- The third and final clue is from the dazed hotel guest.
- Velma must fix this pump, via Minigame 2, to drain the lake and claim the Idol of Water. **Goal Added:** De-spell Mondavarious. **Goal Added:** Defeat Blue Monster.
- N'go has the second clue for you: he tells you about putting Idols on pedestals.
- Get the first clue from Maryjane.
- Avoiding the rats, collect the Ancient Scroll. **Goal Added:** Talk to Voodoo Maestro.
- Approach the pedestal near Mondavarious to put the Idol on it. Now defeat Blue Monster – best to use Mojo projectiles from a distance.
- Velma must fix this pump, via Minigame 2, to drain the lake and claim the Idol of Water. **Goal Added:** De-spell Mondavarious. **Goal Added:** Defeat Blue Monster.
- Approach the pedestal near Mondavarious to put the Idol on it. Now defeat Blue Monster – best to use Mojo projectiles from a distance.
- Velma must fix this pump, via Minigame 2, to drain the lake and claim the Idol of Water. **Goal Added:** De-spell Mondavarious. **Goal Added:** Defeat Blue Monster.
- Velma must fix this pump, via Minigame 2, to drain the lake and claim the Idol of Water. **Goal Added:** De-spell Mondavarious. **Goal Added:** Defeat Blue Monster.

SOLUTION

SCOOBY DOO: THE MOTION PICTURE



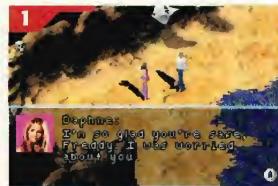
WHAT ON EARTH?

Fred's still missing, so the team delves deeper into the caverns to look for him.

L7 MAP 1: CAVERN 2



L7 MAP 2: SPOOKY HOTEL



UNLIGHT MY FIRE

Oh no... Fred's under a spell and has run off with the idols!



L8 MAP 1: CAVERN 3



L8 MAP 2: SPOOKY HOTEL



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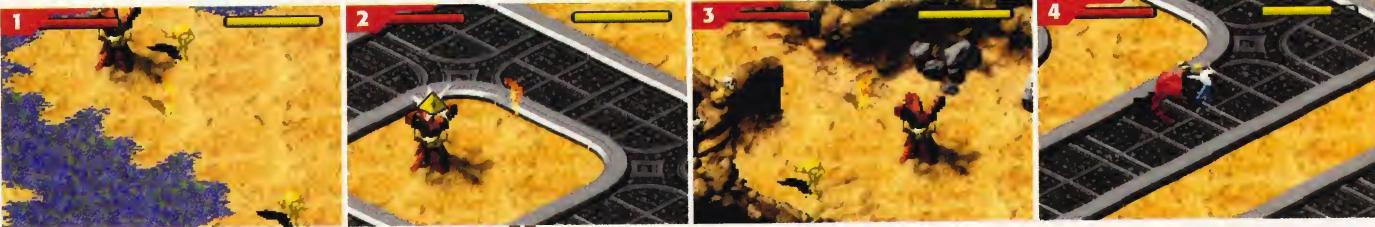
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IT'S BETTER THAN
A POKÉ IN THE EYE!



BIG, BAD AND EVIL

This is it... the long-awaited confrontation with the Master Monstermind!



L9 MAP 1: MONSTERMIND'S LAIR



MINIGAME 3: LIGHTS OUT?

Zoinks, it's dark in here! Who turned the lights out? To switch them back on, you have to reach all the light switches. Trouble is, you won't stop until you hit a switch or a Scooby Snack.



The key to completing these puzzles is to plan your entire route before you make the first move – otherwise you could find yourself with nowhere to go. If you need extra thinking time, press **A** to slow time or **B** to stop the clock for a few seconds.

MINIGAME 4: MUSICAL MAYHEM

This is probably the hardest of the four minigames. It's similar to some of those DJing games on other consoles. You have to press the correct direction or button as its symbol passes through the green bar – too early or late and you'll miss it. To make things trickier, sometimes you'll have to press more than one direction/button at the same time (if they're lined up vertically). You're only allowed two misses or wrong buttons before being disqualified.

It takes a bit of practice to get the hang of this game so try it out in the Extras menu before playing the game proper. Don't forget that by pressing **B** you can slow down the speed of the symbols, so do this for tricky sections. For the most complicated sections, you could also press **B** to remove the green bar for a few seconds, so you don't have to hit any notes – be ready for when it reappears though, or you may miss a note or two!



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GAME BOY ADVANCE



ADVANCE WARS 87% Genre: Strategy Publisher: Nintendo Issue: 22	ALEX FERGUSON'S PLAYER MANAGER 2000 90% Genre: Sports Publisher: Ubi Soft Issue: 28	ALIENATORS: EVOLUTION CONTINUES 42% Genre: Platform Publisher: Activision Issue: 24	AN AMERICAN TAIL: FIEVEL'S GOLD RUSH 83% Genre: Platform Publisher: Big Ben Issue: 25	ARCADE CLASSICS 91% Genre: Party/Puzzler Publisher: Konami Issue: 30	ARMY MEN ADVANCE 79% Genre: Shoot-'em-up Publisher: 3DO Issue: 19	ARMY MEN: OPERATION GREEN 86% Genre: Adventure Publisher: 3DO Issue: 25
ATLANTIS: THE LOST EMPIRE 54% Genre: Platform Publisher: THQ Issue: 22	BACK TRACK 93% Genre: First-Person Shooter Publisher: Telegames Issue: 21	BATMAN: VENGEANCE 87% Genre: Platform Publisher: Ubi Soft Issue: 23	BOMBERMAN TOURNAMENT 93% Genre: Arcade/RPG Publisher: Activision Issue: 20	BOXING FEVER 69% Genre: Beat-'em-up Publisher: THQ Issue: 26	BREATH OF FIRE ADVANCE 88% Genre: RPG Publisher: Ubi Soft Issue: 24	BREATH OF FIRE 2 89% Genre: RPG Publisher: Ubi Soft Issue: 30
BRITNEY'S DANCE BEAT 88% Genre: RPG Publisher: THQ Issue: 28	BROKEN SWORD: SHADOW OF THE TEMPLARS 81% Genre: Adventure Publisher: BAM! Media Issue: 27	CASPER 84% Genre: Adventure Publisher: MicroMacs Issue: 22	CASTLEVANIA: CIRCLE OF THE MOON 90% Genre: Platform Publisher: Konami Issue: 19	CHU CHU ROCKET 82% Genre: Puzzle Publisher: SEGA Issue: 19	COLUMNS CROWN 92% Genre: Puzzle Publisher: SEGA Issue: 24	CRASH BANDICOOT XS 88% Genre: Platform Publisher: Vivendi Issue: 27
CREATURES 86% Genre: Puzzle Publisher: Swing Issue: 23	CRUISIN' VELOCITY 13% Genre: Racing Publisher: Midway Issue: 26	CT SPECIAL FORCES 90% Genre: Strategy Publisher: LSP Issue: 30	DARK ARENA 84% Genre: Shoot-'em-up Publisher: THQ Issue: 26	DAVID BECKHAM SOCCER 90% Genre: Sports Publisher: RAGE Issue: 24	DAVIS CUP TENNIS 58% Genre: Sports Publisher: Ubi Soft Issue: 29	
DENKI BLOCKS 91% Genre: Puzzle Publisher: RAGE Issue: 22	DEXTER'S LABORATORY: DEESASTER STRIKES! 78% Genre: Adventure Publisher: BAM! Media Issue: 23	DOKAPON: MONSTER HUNTER 80% Genre: RPG Publisher: UniSoft Issue: 30	DONALD DUCK ADVANCE 70% Genre: Platform Publisher: Ubi Soft Issue: 24	DOOM 91% Genre: Shoot-'em-up Publisher: Activision Issue: 23		
DOWNFORCE 81% Genre: Racing Publisher: Virgin Issue: 29	DRIVEN 91% Genre: Racing Publisher: BAM! Media Issue: 23	DROOPY'S TENNIS OPEN 79% Genre: Sports Publisher: Big Ben International Issue: 30	EARTHWORM JIM 79% Genre: Action Publisher: Majesco Sales Inc. Issue: 21	EGGO MANIA 88% Genre: Puzzle Publisher: Kemco Issue: 32		



ECKS VS SEVER	EGGO MANIA	E.T. THE EXTRA TERRESTRIAL	EXTREME GHOSTBUSTERS: ECTO-1	FILA DECATHLON	FINAL FIGHT ONE
92%	88%	86%	51%	82%	85%
Genre Shoot-'em-up Publisher bam! Issue 23	Genre Puzzle Publisher Kemco Issue 32	Genre Adventure Publisher Ubi Soft Issue 28	Genre Adventure Publisher Wanadoo Issue 26	Genre Sports Publisher THQ Issue 26	Genre Beat-'em-up Publisher Ubi Soft Issue 22
FIRE PRO WRESTLING A	THE FLINTSTONES: BIG TROUBLE IN BEDROCK	FROGGER'S ADVENTURES	F-ZERO ADVANCE	GO! GO! BECKHAM ADVENTURE ON SOCCER ISLAND	HARRY POTTER & THE PHILOSOPHER'S STONE
83%	77%	76%	88%	90%	77%
Genre Beat-'em-up Publisher P3D Issue 19	Genre Platform Publisher Swing! Issue 25	Genre Adventure Publisher Konami Issue 25	Genre Racing Publisher Nintendo Issue 19	Genre Platform Publisher Rage Issue 32	Genre Adventure Publisher EA Issue 24
GOLDEN SUN	GREMLINS: GIZMO VS STRIPE	GT ADVANCE CHAMPIONSHIP RACING	GT ADVANCE 2 RALLY RACING	GT CHALLENGE	HIGH HEAT MAJOR LEAGUE BASEBALL 2002
95%	70%	55%	69%	89%	76%
Genre RPG Publisher Nintendo Issue 27	Genre Platform Publisher Wanadoo Issue 29	Genre Racing Publisher THQ Issue 19	Genre Racing Publisher THQ Issue 29	Genre Racing Publisher Kemco Issue 19	Genre Sports Publisher 3DO Issue 21
HOT POTATO!	HOT WHEELS: BURNING RUBBER	ICE AGE	INTERNATIONAL KARATE	IRIDIUM 3D	ISS
68%	87%	42%	62%	91%	97%
Genre Puzzle Publisher Pukka Games Issue 20	Genre Racing Publisher THQ Issue 27	Genre Platform Publisher Ubi Soft Issue 28	Genre Beat-'em-up Publisher Studio 3 Issue 24	Genre Shoot-'em-up Publisher THQ Issue 21	Genre Sports Publisher Konami Issue 23
JIMMY NEUTRON: BOY GENIUS	JURASSIC PARK: DINO ATTACK	JURASSIC PARK 3: DNA FACTOR	JURASSIC PARK 3: PARK BUILDER	KAO THE KANGAROO	KING OF FIGHTERS: NEOBLOOD
83%	86%	65%	84%	55%	95%
Genre Platform Publisher THQ Issue 27	Genre Adventure Publisher Konami Issue 27	Genre Platform Publisher Konami Issue 21	Genre Party/Puzzle Publisher Konami Issue 22	Genre Platform Publisher Titus Issue 24	Genre Beat-'em-up Publisher SNK Issue 31
KONAMI KRAZY RACERS	KURU KURU KURURIN	LADY SIA	LAND BEFORE TIME	LEGO BIONICLE	KLONOA: EMPIRE OF DREAMS
90%	89%	85%	40%	49%	92%
Genre Racing Publisher Konami Issue 19	Genre Puzzle Publisher Nintendo Issue 19	Genre Platform Publisher TDK Issue 22	Genre Adventure Publisher Swing! Issue 25	Genre Adventure Publisher Lego Media Issue 21	Genre Adventure Publisher Infogrames Issue 27
LUCKY LUKE: WANTED!	M & M'S BLAST!	MANIAC RACERS ADVANCE	MANIC MINER	LEGO ISLAND 2: BRICKSTER'S REVENGE	LEGO RACERS 2
80%	79%	80%	85%	94%	52%
Genre Platform Publisher Infogrames Issue 24	Genre Puzzle Publisher THQ Issue 28	Genre Racing Publisher Konami Issue 30	Genre Platform Publisher THQ Issue 28	Genre Adventure Publisher Lego Interactive Issue 21	Genre Racing Publisher Lego Interactive Issue 21

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MARIO KART: SUPER CIRCUIT 94%	MAT HOFFMAN'S PRO BMX 75%	MAT HOFFMAN PRO BMX 2 84%	MAYA THE BEE: THE GREAT ADVENTURE 58%	MECH PLATOON 82%	MEDABOTS 1 & 2 49%	MEGAMAN BATTLE NETWORK 90%
Genre: Racing Publisher: Nintendo Issue: 21	Genre: Sports Publisher: Activision Issue: 23	Genre: Sports Publisher: Activision Issue: 32	Genre: Platform Publisher: Acclaim Issue: 29	Genre: Strategy Publisher: Kemco Issue: 26	Genre: Beat-'em-up Publisher: Ubi Soft Issue: 31	Genre: RPG Publisher: Ubi Soft Issue: 24
MIDNIGHT CLUB 70%	MIDWAY GREATEST HITS 7.0%	MIKE TYSON BOXING 78%	MONSTERS, INC. 89%	MORTAL KOMBAT ADVANCE 65%	MOTO GP 90%	MUPPET PINBALL MAYHEM 76%
Genre: Racing Publisher: Digital Issue: 27	Genre: Arcade Publisher: Midway Issue: 24	Genre: Beat-'em-up Publisher: Ubi Soft Issue: 26	Genre: Adventure Publisher: THQ Issue: 25	Genre: Beat-'em-up Publisher: Midway Issue: 26	Genre: Racing Publisher: THQ Issue: 22	Genre: Arcade Publisher: Ubi Soft Issue: 31
NAMCO MUSEUM 51%	NEXT GENERATION TENNIS 81%	NO RULES: GET PHAT 51%	PAC-MAN COLLECTION 90%	PETER PAN: RETURN TO NEVER LAND 77%	PINBALL CHALLENGE DELUXE 74%	PINKY & THE BRAIN: THE MASTERPLAN 86%
Genre: Retro Publisher: Namco Issue: 25	Genre: Sports Publisher: Wedando Issue: 31	Genre: Platform Publisher: TDK Issue: 24	Genre: Puzzle Publisher: Infogrames Issue: 25	Genre: Platform Publisher: Ubi Soft Issue: 27	Genre: Arcade Publisher: Ubi Soft Issue: 31	Genre: Platform Publisher: Swing Issue: 32
PINOBEE: WINGS OF ADVENTURE 71%	PITFALL: THE MAYAN ADVENTURE 70%	PLANET MONSTERS 90%	POCKET MUSIC 88%	POWERPUFF GIRLS: MOJO JOJO-A-GO-GO 80%	POWER RANGERS: TIME FORCE 55%	PUYO POP 80%
Genre: Platform Publisher: Activision Issue: 19	Genre: Platform Adventure Publisher: Activision Issue: 21	Genre: Puzzle Publisher: Titus Issue: 22	Genre: Simulation Publisher: Rage Issue: 25	Genre: Shoot-'em-up Publisher: BAM! Issue: 23	Genre: Action Publisher: THQ Issue: 25	Genre: Puzzle Publisher: Infogrames Issue: 27
RAMPAGE PUZZLE ATTACK 79%	RAYMAN ADVANCE 88%	READY 2 RUMBLE ROUND 2 82%	ROBOT WARS ADVANCED WARS 90%	ROCKET POWER: THE DREAM SCHEME 59%		
Genre: Puzzle Publisher: Midway Issue: 24	Genre: Platform Publisher: Ubi Soft Issue: 19	Genre: Beat-'em-up Publisher: Midway Issue: 19	Genre: Simulator Publisher: BBC Issue: 23	Genre: Platform Publisher: THQ Issue: 23		
RUGRATS: CASTLE CAPERS 71%	SABRINA THE TEENAGE WITCH: POTION COMMOTION 80%	SCOOBY DOO & THE CYBER CHASE 55%	SCOOBY DOO: THE MOTION PICTURE 75%	SCRABBLE 79%		
Genre: Platform Publisher: THQ Issue: 23	Genre: Platform Publisher: Ubi Soft Issue: 32	Genre: Platform Publisher: THQ Issue: 23	Genre: Adventure Publisher: THQ Issue: 31	Genre: Puzzle Publisher: Ubi Soft Issue: 27		



SHAWN PALMER SNOWBOARDING 90% Genre Sports Publisher Activision Issue 23	SHEEP! 92% Genre Strategy Publisher Capcom Issue 30	SHREK SWAMP KART 10% Genre Racing Publisher TDK Issue 27	SNOOD 83% Genre Puzzle Publisher Digital Issue 23	SOCCER KID 74% Genre Sports Publisher Telegames Issue 31	SONIC ADVANCE 96% Genre Platform Publisher Infogrames Issue 26	SPEEDBALL 2 92% Genre Sports Publisher Wanadoo Issue 32
SPIDER-MAN: MYSERIO'S MENACE 68% Genre Platform/Beat-'em-up Publisher Activision Issue 21	SPIDER-MAN: THE MOVIE 82% Genre Platform Publisher Activision Issue 29	SPIRIT: STALLION OF THE CIMARRON 36% Genre Adventure Publisher THQ Issue 31	SPONGEBOB SQUAREPANTS: SUPERSPONGE 82% Genre Platform Publisher THQ Issue 23	SPYHUNTER 87% Genre Shoot-'em-up Publisher Midway Issue 30	SPYRO: SEASON OF ICE 96% Genre Adventure Publisher Vivendi Issue 23	STAR WARS EPISODE II: ATTACK OF THE CLONES 68% Genre Platform Publisher THQ Issue 30
STAR WARS: JEDI POWER BATTLES 59% Genre Adventure Publisher THQ Issue 26	STAR X 73% Genre Shoot-'em-up Publisher BAM! Issue 29	STEVEN GERRARD'S TOTAL SOCCER 85% Genre Sports Publisher Ubi Soft Issue 22	STUART LITTLE 2 85% Genre Platform Publisher Activision Issue 31	SUPER BUST-A-MOVE 90% Genre Puzzle Publisher Ubi Soft Issue 23	SUPER MARIO ADVANCE 91% Genre Platform Publisher Nintendo Issue 19	SUPER MARIO ADVANCE 2 90% Genre Platform Publisher Nintendo Issue 27
SUPER STREETFIGHTER II TURBO REVIVAL 94% Genre Beat-'em-up Publisher Ubi Soft Issue 23	TEKKEN ADVANCE 91% Genre Beat-'em-up Publisher Infogrames Issue 27	TETRIS WORLDS 90% Genre Puzzle Publisher THQ Issue 23	THE AMAZING VIRTUAL SEA MONKEYS 90% Genre Party Publisher Swing Issue 29	THE RIPPING FRIENDS 58% Genre Adventure Publisher THQ Issue 28	THE SCORPION KING: THE SWORD OF OSIRIS 77% Genre Platform Publisher Vivendi Issue 28	THUNDERBIRDS: INTERNATIONAL RESCUE 88% Genre Adventure Publisher SCI Issue 23
TIGER WOODS PGA TOUR GOLF 88% Genre Sports Publisher Zoo Digital Issue 32	TINY TOON ADVENTURES: BUSTER'S BAD DREAM 57% Genre Beat-'em-up Publisher Swing Issue 32	TINY TOON ADVENTURES: WACKY STACKERS 82% Genre Puzzle Publisher Warthog PLO/Swing Issue 25	TOM CLANCY'S RAINBOW SIX: ROGUE SPEAR 93% Genre Adventure Publisher Ubi Soft Issue 27	TOM & JERRY: THE MAGIC RING 86% Genre Action Publisher Ubi Soft Issue 25	TONY HAWK'S PRO SKATER 2 94% Genre Sports Publisher Activision Issue 19	TONY HAWK'S PRO SKATER 3 94% Genre Sports Publisher Activision Issue 27
TOP GUN FIRESTORM ADVANCE 62% Genre Strategy Publisher Titus Issue 30	TWEETY & THE MAGIC GEMS 89% Genre Party Publisher Planet Issue 19	URBAN YETI 84% Genre Adventure Publisher Telegames Issue 31	V-RALLY 3 91% Genre Racing Publisher Infogrames Issue 30	WARIO LAND 4 82% Genre Platform Publisher Nintendo Issue 23	WOLFENSTEIN 3D 90% Genre Shoot-'em-up Publisher BAM! Issue 29	WTA TOUR TENNIS 76% Genre Sports Publisher Konami Issue 30
WWF: ROAD TO WRESTLEMANIA 88% Genre Beat-'em-up Publisher THQ Issue 23	X-MEN REIGN OF APOCALYPSE 76% Genre Beat-'em-up Publisher Activision Issue 22	ZONE OF ENDERS 77% Genre Strategy Publisher Konami Issue 31	ZOCUBE 80% Genre Puzzle Publisher Acclaim Issue 32	<p>The complete listings of TOTAL ADVANCE Reviews TOTAL GAMES <i>net</i></p>		

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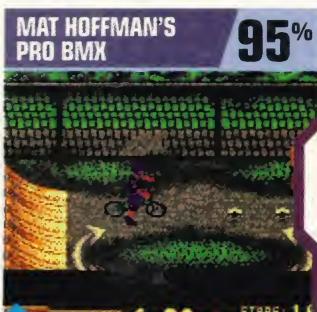
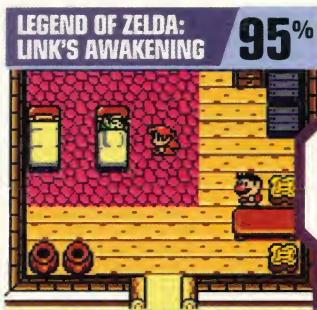
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Welcome to CABLE CLUB COLOSSEUM.



MARK : WHAT?



GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
102 Dalmatians	Platform	Activision	15	72%
1942	Shoot-'em-up	Capcom	20	82%
3D Pocket Pool	Sports	Virgin	17	85%
720 Degrees	Arcade	Nintendo	03	43%
A Bug's Life	Platform	THQ	02	58%
Action Man	Platform	THQ	16	78%
Adventures of the Smurfs, The	Adventure	Infogrames	14	55%
Airforce Delta	Flight Simulation	Konami	14	70%
Aladdin	Platform	Disney	13	75%
Alfred's Adventure	Platform	Sci	11	80%
Alice In Wonderland	Adventure	Nintendo	18	93%
Aliens: Thanatos	Adventure	THQ	17	78%
All Star Baseball 2000	Sports	Acclaim	04	86%
All Star Tennis '99	Sports	Ubi Soft	05	86%
Alone In The Dark	Adventure	Infogrames	18	85%
Animorphs	RPG	Ubi Soft	14	60%
Antz Racing	Racing	EA	16	70%
Antz	Platform	Infogrames	05	75%
Antz World Sportz	Sports	Big Ben Int	24	8%
Asterix: Search For Dogmatix	Platform	Infogrames	10	89%
Austin Powers	PC Sim	Rockstar	12	92%
Babe And Friends	Puzzle	Crave	03	70%
Baby Felix Halloween	Platform	BBI	23	69%
Backgammon	Puzzle	JVC	12	64%
Barbie: Ocean Discovery	Adventure	Mattel	07	50%
Barbie: Pet Patrol	Simulation	Vivendi	26	72%
Batman Of The Future	Beat-'em-Up	Ubi Soft	14	83%
Batman: Chaos In Gotham	Platform	Ubi Soft	14	83%
Battleships	Strategy	Take 2	05	78%
Bear In The Big Blue House	Party	Ubi Soft	27	70%
Beauty And The Beast	Puzzle	Disney	06	68%
Black Bass Lure Fishing	Sports	Majesco	14	78%
Blade	Shoot-'em-up	Activision	15	67%
Bob The Builder	Puzzle	BBC Int.	14	68%
BSX Road Champs	Sports	Activision	16	85%
Bubble Bobble Classic	Puzzle	Taito	08	86%
Buffy The Vampire Slayer	Platform	THQ	12	55%
Bugs Bunny Crazy Castle 4	Platform	Kemco	09	47%
Bust-A-Move 4	Puzzle	Acclaim	04	75%
Buzz Lightyear Star Command	Shoot-'em-up	Activision	15	66%
Cannon Fodder	Strategy	Codemasters	15	90%
Carmageddon	Racing	Sci	03	36%
Castlevania Legends	Platform	Konami	01	84%
Caterpillar Construction Zone	Simulation	Mattel	12	85%
Catwoman	Platform	Kemco	10	68%
Catz/Dogz	Virtual Pet	Mattel	09	58%
Centipede	Shoot-'em-up	Take 2	02	64%
Chase HQ: Secret Police	Adventure	Metro 3d	05	75%
Chessmaster	Puzzle	Mindscape	04	79%
Chicken Run	Adventure	THQ	14	83%
Colin McRae Rally	Racing	THQ	20	96%
Commander Keen	Platform	Activision	20	70%
Conker's Pocket Tales	Adventure	Nintendo	03	90%
Cool Bricks	Puzzle	Sci	11	86%
Cool Hand	Puzzle	Take 2	02	85%
Croc	Platform	THQ	10	90%
Croc 2	Adventure	THQ	12	91%
Cyber Tiger	Sports	EA Sports	13	91%
Daffy Duck: Fowl Play	Platform	Sunsoft	09	88%
Daikatana	RPG	Activision	15	92%
Déjà Vu 1 & 2	Adventure	Kemco	08	90%
Dexter's Lab: Robot Rampage	Platform	Ubi Soft	20	70%
Dinosaur	Adventure	Ubi Soft	12	83%
Dinosaur's Us	Platform	EA	15	73%
Disney's Atlantis	Platform	THQ	22	79%
Disney's Magical Racing Tour	Racing	Activision	15	79%
Diva Stars	Party	Vivendi	29	59%
Donald Duck: Quack Attack	Platform	Ubi Soft	14	84%
Donkey Kong Country	Platform	Nintendo	14	90%
Donkey Kong Land	Platform	Nintendo	01	86%
Doug's Big Game	RPG	Ubi Soft	16	90%
Doug's Big Game	RPG	Ubi Soft	16	90%
Dragon Ball Z: Legendary Super Warriors	RPG	Infogrames	31	65%
Dragon Tales: Dragon Wings	Puzzle	Ubi Soft	16	69%
Dragon Warrior Monsters	RPG	Eidos	07	92%
Driver	Racing	Infogrames	10	92%
Dropzone	Shoot-'em-up	Acclaim	03	82%
Duke Nukem	Platform	GT Int.	03	90%
Dukes of Hazzard 2	Racing	Ubi Soft	16	82%
Earthworm Jim: Menace...	Platform	Crave	06	80%
Elevator Action	Platform	TDK	18	80%
Elmo 123	Puzzle	Ubi Soft	15	70%
Elmo ABC	Puzzle	Ubi Soft	15	45%
Elmo In Grouchland	Platform	Ubi Soft	15	69%
Emperor's New Groove	Platform	Ubi Soft	16	82%
E.T. Escape From Planet Earth	Adventure	Ubi Soft	26	82%
E.T. Digital Companion	Simulation	Ubi Soft	26	70%
Evil Knievel	Sports	Take 2	06	75%
Extreme Ghostbusters	Platform	Koch Media	23	48%

Adventure

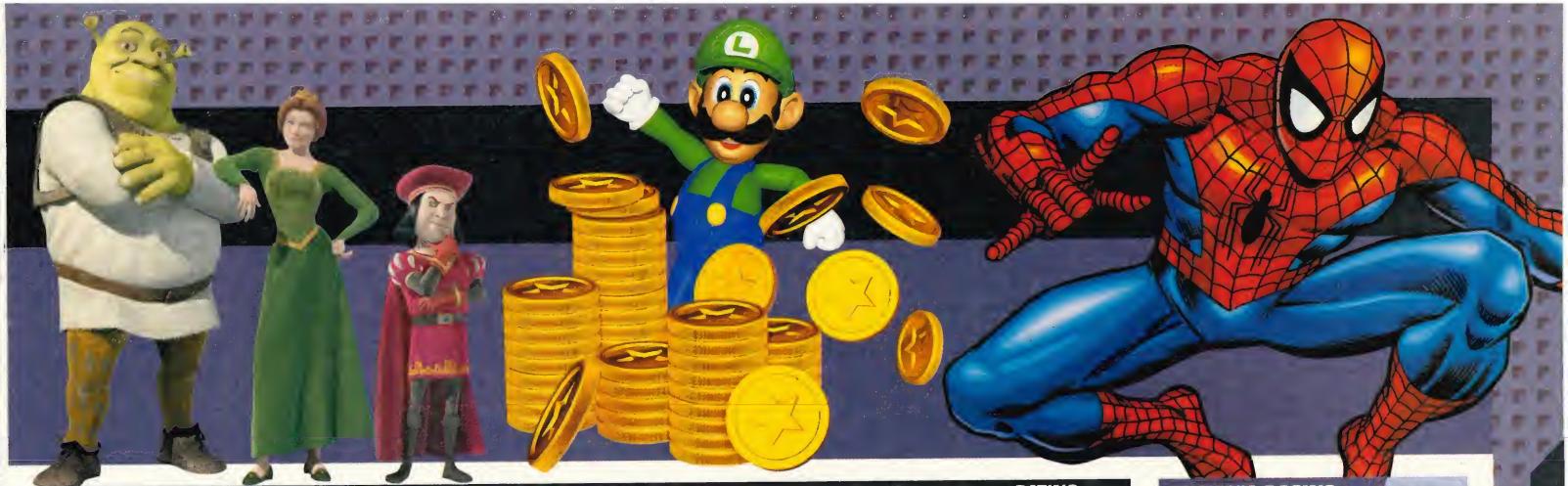
Arcade

Kill-'em-up

Platform

Puzzle





GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
Extreme Sports Berenstein Bears	Sports	TDK	17	80%
F1 Championship 2000	Racing	EA Sports	13	74%
F1 World Grand Prix	Racing	V System	04	74%
F18 Thunderstrike	Simulation	Take 2	11	28%
FA Premier League Stars	Sports	EA Sports	19	60%
FIFA 2000	Sports	EA Sports	07	73%
Final Fantasy Adventure	RPG	Sunsoft	01	85%
Final Fantasy Legend	RPG	Sunsoft	01	78%
Final Fantasy Legend II	RPG	Sunsoft	01	86%
Final Fantasy Legend III	RPG	Sunsoft	01	90%
Fish Files, The	Adventure	Micros	22	89%
Flintstones: Burgertime In Bedrock	Arcade	Virgin	12	43%
Flipper & Lopaka	Platform	Ubi Soft	16	80%
Fort Boyard	Adventure	Micros	22	52%
Freestyle Scooter	Sports	Ubi Soft	19	68%
Frogger	Arcade	Take 2	02	80%
Frogger 2	Arcade	Hasbro	13	80%
Game & Watch 2	Arcade	Nintendo	02	92%
Game Boy Gallery 3	Party	Nintendo	09	85%
Gex 3: Deep Pocket Gecko	Platform	Eidos	08	87%
Gex Enter The Gecko	Platform	Interplay	02	90%
Ghosts 'N' Goblins	Platform	Capcom	19	78%
Gift	Adventure	Cryo	15	63%
Godzilla: Monster Wars	Shoot-'em-up	Ubi Soft	16	66%
Golden Goal	Sports	Tarantula	05	76%
Grand Theft Auto	Adventure	Rockstar	06	62%
Grand Theft Auto 2	Adventure	Rockstar	14	90%
Gremlins: Unleashed	Platform	Koch Media	23	82%
Grinch, The	Arcade	Konami	14	90%
Hands of Time	Adventure	Virgin Int.	19	77%
Harry Potter And The Philosopher's Stone	RPG	EA	24	79%
Harvest Moon	RPG	Nintendo	02	93%
Harvest Moon 2	RPG	Ubi Soft	16	89%
Harvest Moon 3	RPG	Ubi Soft	28	86%
Hello Kitty's Cube Frenzy	Puzzle	Ubi Soft	15	58%
Hercules	Adventure	Virgin Int.	19	74%
Hexite	Puzzle	Ubi Soft	02	75%
Hollywood Pinball	Puzzle	Take 2	02	64%
Hot Wheels: Stunt Track Driver	Racing	Mattel	11	85%
Indiana Jones: Infernal Machine	Adventure	THQ	18	89%
Inspector Gadget	Platform	Ubi Soft	14	72%
International Karate	Beat-'em-up	Studio 3	07	92%
International Superstar Soccer	Sports	Konami	01	79%
ISS Pro '99	Sports	Konami	05	78%
Jeremy McGrath: 2000	Racing	Acclaim	12	55%
Jeremy McGrath Supercross	Racing	Acclaim	09	71%
Jim Henson's Muppets	Platform	Take 2	09	75%
Joust/Defender	Arcade	Midway	04	75%
Jungle Book: Mowgli's Wild...	Platform	Ubi Soft	14	90%
Keep The Balance!	Puzzle	JoWood	24	69%
Kirkou	Platform	Wanadoo	25	80%
Klax	Puzzle	Midway	04	52%
Kluster	Puzzle	Infogrames	03	58%
Konami Collection 4	Party	Konami	12	55%
Legend Of The River King 2	RPG	Ubi Soft	17	82%
Lego Alpha Team	Strategy	Lego Int.	15	80%
Lego Racers	Racing	Lego Int.	15	79%
Lego Stunt Rally	Racing	Lego Int.	15	83%
Lion King: Simba's Adventure	Platform	Activision	15	79%
Little Mermaid 2: Pinball Frenzy	Puzzle	Nintendo	15	80%
Little Nicky	Platform	Ubi Soft	22	66%
Logical	Puzzle	THQ	02	78%
Looney Tunes	Platform	Sunsoft	02	80%
Looney Tunes Martian Alert	RPG	Infogrames	10	90%
Looney Tunes Martian Revenge	RPG	Infogrames	13	80%
Looney Tunes Racing	Racing	Infogrames	19	75%
Lucky Luke	Platform	Infogrames	04	81%
Magical Tetris Challenge	Puzzle	Disney	09	81%
Mario Golf	Sports	Nintendo	05	95%
Mario Tennis	Sports	Nintendo	15	95%
Mary Kate & Ashley Get A Clue	Puzzle	Acclaim	28	67%
Mary Kate & Ashley Winner's Circle	Sports	Acclaim	28	55%
Mat Hoffman's Pro BMX	Sports	Activision	18	95%
Matchbox: Emergence Patrol	Simulation	THQ	19	79%
Maya The Bee	Platform	Acclaim	04	82%
Maya The Bee: Garden...	RPG	Bonsai	15	50%
Megaman Xtreme	Platform	Capcom	19	89%
Men In Black	Shoot-'em-up	Interplay	02	80%
Men In Black 2	Platform	Crave	11	42%
Merlin	Platform	EA	15	54%
Metal Gear Solid	Adventure	Konami	09	94%
Mickey's Racing Adventure	Racing	Nintendo	07	95%
Mickey's Speedway USA	Racing	Nintendo	17	90%
Micro Machines	Racing	Codemasters	01	91%
Micro Machines 1 & 2: Twin...	Racing	THQ	08	93%
Micro Maniacs	Racing	THQ	22	59%
Mission Bravo	Strategy	THQ	19	65%
Mission Impossible	Racing	Infogrames	07	90%
Monkey Puncher	Platform	Ubi Soft	15	80%

RPG

Simulation

Sports/Racing

Strategy

Star Game

MICKEY'S RACING ADVENTURE**95%****TOMB RAIDER****95%****MARIO TENNIS****95%****MARIO GOLF****95%**

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PERFECT DARK

94%



METAL GEAR SOLID

94%



SUPER MARIO BROS DX

94%



MICRO MACHINES: TWIN TURBO

93%



HARVEST MOON

93%



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GAME NAME

GENRE

PUBLISHER

ISSUE

RATING

Monopoly	Board Game	Konami	01	90%
Monsters, Inc.	Adventure	THQ	25	70%
Montezuma's Return	Platform	Take 2	01	79%
Moomin's Tale	Adventure	Sunsoft	09	82%
Moon Patrol/Spy Hunter	Compilation	Midway	04	60%
Mortal Kombat 4	Beat-'em-up	Midway	02	51%
Mr Driller	Arcade	Namco	16	80%
Mr Nutz	Platform	Infogrames	06	70%
Ms Pac-Man: Speed Colour...	Puzzle	Namco	06	85%
MTV Sports Skateboarding	Sports	THQ	13	46%
Mummy, The	Platform	Konami	14	90%
Mummy Returns, The	Platform	Vivendi	18	78%
Mystical Ninja	RPG	Konami	01	60%
NBA In The Zone 2000	Sports	Konami	10	85%
NBA In The Zone	Sports	Konami	04	48%
New Addams Family, The	Adventure	Microdroids	22	63%
NFL Blitz	Sports	Midway	04	83%
NHL 2000	Sports	EA Sports	08	67%
NHL Blades Of Steel	Sports	Konami	04	51%
No Fear: Downhill Biking	Racing	THQ	22	49%
Noddy And The Birthday Party	Adventure	BBC	08	72%
NY Racer	Racing	Koch Media	23	80%
O'Leary Manager 2000	Sports	Ubi Soft	11	85%
Obelix	Platform	Infogrames	04	89%
Odd World Adventures	Platform	GT Interactive	02	85%
Odd World Adventures II	Platform	GT Interactive	05	87%
Pac-Man: Speed Colour Edition	Arcade	Namco	05	82%
Paperboy	Arcade	Midway	04	62%
Perfect Dark	Shoot-'em-up	Nintendo	11	94%
Pitfall: Beyond The Jungle	Platform	Virgin	03	81%
Player Manager 2001	Sports	THQ	17	85%
Pocket Bowling	Sports	Jaleco	05	52%
Pocket Racing	Racing	Virgin	13	54%
Pocket Soccer	Sports	Nintendo	18	80%
Pokémon Gold/Silver/Crystal	RPG	Nintendo	16/20	95%
Pokémon Pinball	Puzzle	Nintendo	13	85%
Pokémon Red/Blue	RPG	Nintendo	04	85%
Pokémon Trading Card Game	RPG	Nintendo	14	87%
Pokémon Yellow	RPG	Nintendo	10	95%
Pong	Arcade	Take 2	11	75%
Pop 'N' Pop	Arcade	JVC	12	77%
Powerpuff Girls: Bad Mojo Jojo	Platform	Ubi Soft	18	78%
Powerpuff Girls: Battle Him	Platform	Ubi Soft	19	80%
Powerpuff Girls: Paint The Town...	Platform	Ubi Soft	19	80%
Power Quest	Beat-'em-up	Sunsoft	01	85%
Power Rangers: LSR	Platform	THQ	15	72%
Prince Naseem Boxing	Beat-'em-up	THQ	20	70%
Prince Of Persia	Platform	Red Orb	04	90%
Pro Pool	Sports	Codemasters	10	70%
Project S-11	Shoot-'em-up	Sunsoft	13	75%
Puchi Carat	Puzzle	Taito	10	65%
Quest For Camelot	RPG	Titus	02	84%
Rainbow 6	Strategy	Red Storm	08	82%
Rainbow Islands	Platform	TDK	19	87%
Rampage World Tour	Arcade	Midway	02	58%
Rayman	Platform	Ubi Soft	07	90%
Rayman 2 - The Great Escape	Platform	Ubi Soft	27	80%
RC Pro-Am	Racing	Nintendo	01	83%
Ready 2 Rumble Boxing	Sports	Midway	07	73%
Reservoir Rat	Platform	Take 2	02	84%
Resident Evil Gaiden	Adventure	Virgin	24	83%
Return Of The Ninja	Platform	Ubi Soft	17	83%
Revelations: The Demon Slayer	RPG	Atlus	05	89%
Rhino Rumble	Platform	Telegames	26	77%
Road To El Dorado	Platform	Ubi Soft	11	77%
Robin Hood	Adventure	EA	16	83%
Robocop	Shoot-'em-up	Titus	20	79%
Robot Wars	Bash-'em-up	BBC Int.	14	75%
Rocket Power	Sports	THQ	18	52%
Roland Garros French Open	Sports	Cyro	12	60%
Ronaldo V-Football	Sports	Infogrames	07	65%
Roswell Conspiracies	Adventure	Ubi Soft	18	80%
R-type DX	Shooter	Infogrames	04	60%
Rugrats: Paris	Puzzle	THQ	15	71%
Rugrats The Movie	Platform	THQ	02	87%
Rugrats: Time Travellers	Platform	THQ	06	72%
Rugrats: Totally Angelica	Puzzle	THQ	13	71%
Sabrina Spooked	Platform	Vivendi Universal	24	69%
Sabrina The Teenage Witch...	Platform	Havas Int.	15	60%
Santa Claus Junior	Platform	JoWood	24	83%
Scooby Doo: Classic Creep...	Adventure	THQ	17	77%
Scrabble	Puzzle	Ubi Soft	24	92%
Shadowgate Classic	RPG	Kemco	03	48%
Shanghai Pocket	Puzzle	Sunsoft	01	79%
Shaun Palmer Pro Snowboarder	Sports	Activision	25	85%
Shelly Club	Puzzle	Vivendi	26	82%
Shrek: Fairytale Freakdown	Beat-'em-up	TDK	19	71%
Simpsons: Treehouse Of Horror	Platform	THQ	17	70%
Smurf's Nightmare, The	Platform	Infogrames	03	78%

Adventure

Arcade

Kill-'em-up

Platform

Puzzle



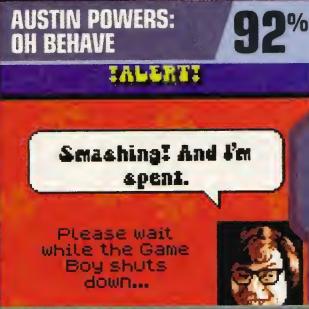
THUNDERBIRDS **93%**



WARIO LAND III **93%**



ALICE IN WONDERLAND **92%**



**AUSTIN POWERS:
OH BEHAVE!** **92%**

TALKER:

**Smashing! And I'm
spent.**

Please Wait
while the Game
Boy shuts
down...



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Snoopy Tennis	Sports	Infogrames	19	85%
Snow Cross	Sports	Vicarious	23	30%
Snow White And The Seven Dwarves	Adventure	Ubi Soft	24	60%
Soccer Manager	Sports	Acclaim	11	69%
Space Invaders	Shoot-'em-up	Activision	06	69%
Space Station Silicon Valley	Platform	Take 2	05	90%
Speedy Gonzales: Aztec...	Platform	Infogrames	09	75%
Spider-Man	Platform	Activision	13	89%
Spider-Man 2: Sinister Six	Platform	Activision	19	88%
Spirou: The Robot Invasion	Platform	Ubi Soft	10	86%
SpongeBob SquarePants	Platform	THQ	18	80%
Spy Vs Spy	Arcade	Kemco	04	77%
Star Wars: Episode 1 Racer	Racing	LucasArts	07	93%
Star Wars: Obi Wan's...	Adventure	THQ	15	85%
Star Wars: Yoda Stories	RPG	LucasArts	08	84%
Stranded Kids	RPG	Konami	08	79%
Streetfighter Alpha	Beat-'em-up	Capcom	08	85%
Stuart Little: The Journey Home	Adventure	Activision	21	77%
Super Breakout	Puzzle	Take 2	02	70%
Super Mario Bros DX	Platform	Nintendo	03	94%
Super MarioLand 2	Platform	Nintendo	01	90%
Super Return Of The Jedi	Platform	LucasArts	01	72%
Supercross	Racing	Infogrames	14	88%
Supreme Snowboarding	Sports	Infogrames	06	53%
Suzuki Allstar Extreme	Racing	Ubi Soft	06	72%
Swiv	Shoot-'em-up	SCI	16	85%
Tarzan	Platform	Activision	05	90%
Tazmanian Devil: Munching Mad	Adventure	Infogrames	07	85%
Test Drive 6	Racing	Infogrames	08	78%
Tetris DX	Puzzle	Nintendo	01	92%
The Land Before Time	Platform	Virgin	20	72%
The Nations - Land of Legends	RPG	JoWood	24	70%
The World Is Not Enough	Adventure	EA	23	83%
Three Lions	Sports	Take 2	05	82%
Thunderbirds	Adventure	SCI	13	93%
Tiger Woods PGA Tour 2000	Sports	EA Sports	08	43%
Tintin: Le Temple Du Soleil	Platform	Infogrames	15	71%
Tiny Toons: Buster Saves...	Arcade	Virgin Int.	19	56%
Tiny Toons: Dizzy's Candy Quest	Puzzle	Virgin	20	79%
Titus The Fox	Platform	Titus	13	53%
TOCA	Racing	THQ	11	92%
Tom & Jerry	Platform	Warner Bros	06	48%
Tom & Jerry: Mouse Attacks	Platform	Ubi Soft	13	85%
Tomb Raider	Platform	Core Design	08	95%
Tomb Raider: Curse Of The Sword	Adventure	Activision	20	70%
Tonic Trouble	Platform	Ubi Soft	09	88%
Toonka Raceway	Racing	Hasbro	11	31%
Tony Hawk's Pro Skater 3	Sports	Activision	23	90%
Tony Hawk's Skateboarding	Sports	Activision	09	64%
Toonsylvania	Platform	THQ	11	71%
Tootuff	Puzzle	Infogrames	20	82%
Top Gear Rally	Racing	Nintendo	03	55%
Top Gun Missions	Shoot-'em-up	Titus	20	77%
Toy Story 2	Platform	THQ	07	80%
Toy Story Racers	Racing	Activision	17	88%
Trick Boarder	Sports	Natsume	18	55%
Turok 2	Platform	Acclaim	02	40%
Turok 3	Shoot-'em-up	Acclaim	11	50%
Turok Rage Wars	Adventure	Acclaim	06	70%
Twoonies: Doodle's Bones	Platform	BBC Int.	22	78%
Tweety's High Flying Adventure	Platform	Kemco	12	79%
UEFA 2000	Sports	Infogrames	11	82%
Ultimate Fighting Championship	Beat-'em-up	Ubi Soft	16	33%
Ultimate Paintball	Shoot-'em-up	Take 2	11	50%
Universal Monsters: Dracula	Adventure	Cryo	22	81%
UNO	Party	Mattel	14	75%
VIP	Shoot-'em-up	Ubi Soft	19	60%
V-Rally Championship Edition	Racing	Infogrames	03	90%
Wacky Races	Racing	Infogrames	10	90%
Wario Land	Platform	Nintendo	01	85%
Wario Land II	Platform	Nintendo	01	90%
Wario Land III	Platform	Nintendo	09	93%
Wave Races	Racing	Nintendo	01	66%
Wendy: Every Witch Way	Platform	TDK	22	84%
Wetrix GB	Puzzle	Infogrames	11	48%
Wings of Fury	Shoot-'em-up	Red Orb	09	79%
Winnie The Pooh: 100 Acre...	Adventure	Disney	10	60%
Winnie The Pooh And Tigger	Platform	Ubi Soft	25	75%
Woody Woodpecker Racing	Racing	Konami	16	60%
World Cup '98	Sports	EA Sports	01	80%
Worms Armageddon	Strategy	Infogrames	06	48%
WWF Attitude	Beat-'em-up	Acclaim	04	80%
WWF : Betrayal	Beat-'em-up	THQ	21	75%
WWF Wrestlemania	Beat-'em-up	THQ	07	48%
Xena: Warrior Princess	Adventure	Virgin	15	74%
X-Men Mutant Academy	Beat-'em-up	Activision	11	70%
X-Men Wolverine's Rage	Platform	Activision	19	66%
Zelda: Link's Awakening	RPG	Nintendo	01	95%
Zelda: Oracle of Ages/Seasons	RPG	Nintendo	21	95%

RPG

Simulation

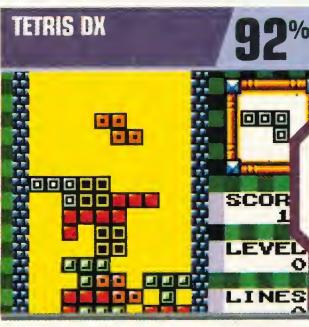
Sports/Racing

Strategy

Star Game



DRIVER **92%**



TETRIS DX **92%**



TOCA **92%**

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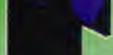
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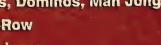
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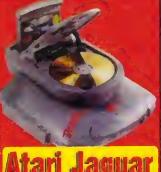
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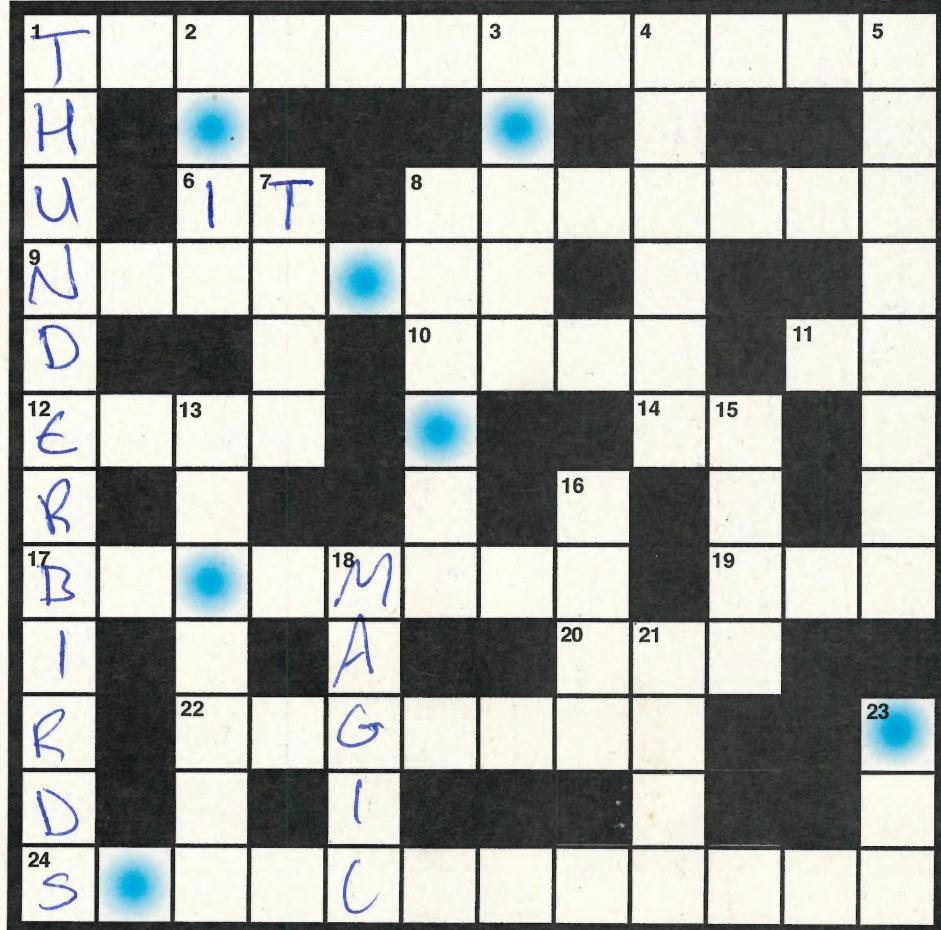
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ACROSS

- The setting for *Castlevania*. (12)
- The Addams Family's* hairy cousin. (2)
- Quaint little house. (7)
- Pokémon number 29, or 32. (7)
- Measurement of computer information. (4)
- ___ Joe, the US Action Man. (1, 1)
- Simple, like Sunday morning. (4)
- Comes before Benn, Men and Driller! (2)
- Big pants! (8)
- Like a female monk. (3)
- Added to 'O Mania', it makes for a great GBA puzzler! (3)
- See seven down.
- Which hit game features Tails and Amy? (5, 7)

DOWN

- The puppet show packed with F-A-B adventures. (12)
- Your batteries are full of this. (4)
- Tiny Toons are all a little... (5)
- The National song. (6)
- (And 23 Down) Brainless US teen movie. (8, 3)
- (And 22 Across) Spiderman actor. (4, 7)
- Taxi driver. (6)
- Yeti - he's abominable! (7)
- Sonic and Frodo are obsessed with this! (4)
- Person working on a computer. (4)
- What do they teach at Hogwarts? (5)
- ___ Lee Nolin, Baywatch star. (4)
- See 5 Down.

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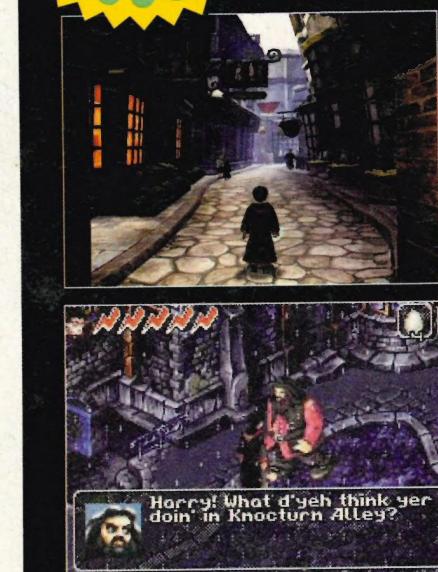
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COME TO
WARN YOU
SIR."



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THE WITCHING HOUR APPROACHES!

Time for yet another creepy kooky sneaky spooky Hallowe'en special – featuring EXCLUSIVE reviews of terrifying titles like *Super Ghouls & Ghosts* and *Monster Force*, not to mention – finally – the lowdown on the biggest sequel of the year: *Harry Potter & The Chamber of Secrets*! And guess what? It's on the GBC too! Now, that is spooky!

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Email, text or post your thoughts about anything GBA-related!



You know how it is – this could well be what awaits you in the next issue of Total Advance – but if the mood takes us, we may just sit around smoking hookahs and addressing passing mice as 'dahling'. We'd be sacked, but we might still do it.

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